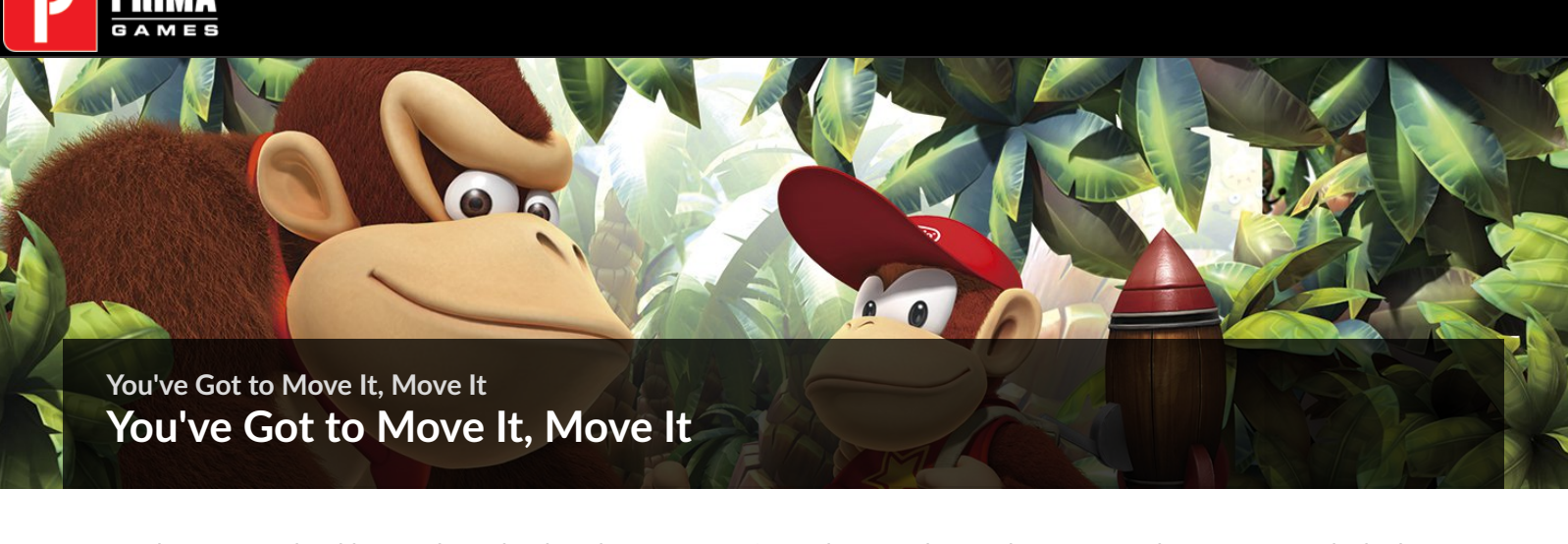


You've Got to Move It, Move It

You've Got to Move It, Move It

Donkey Kong and Diddy Kong have developed some interesting and extremely useful moves over the years. Not only do they use these moves to get around the various environments in which they travel, but they also use these moves to defeat enemies. While both Donkey Kong and Diddy Kong can perform all of the basic moves and actions, some of the more advanced actions are limited to one or the other of our heroes. It is important that you learn how to perform all of these moves and actions, since you will need them as you progress across Donkey Kong Island in search of your stolen bananas. These are the tools that will allow you to collect various items, defeat enemies, and get across challenging sections of the many levels.

Monkey 101

Returning players from the Wii console version of Donkey Kong Country Returns will find that the controls are radically different from the motion-influence set up. Using almost every button on the Nintendo 3DS, even including the touchscreen display, it's important to know where everything is on the Nintendo 3DS. That split second of hesitation that comes with being unsure of where every function is on the system can be the cause of many frustrating failures.

Circle Pad

Movement: Circle Pad

Grab: L Button/R Button

Jump: A Button/B Button

Crouch: Slide the Circle Pad downwards

Ground-Pound: X Button/Y Button (While standing still)

Roll: While running, X Button/Y Button

Blow: While crouching, X Button/Y Button

Dismount Rambi: L Button/R Button

Use Item: Tap Touchscreen

The Circle Pad scheme is the default control set up. The key difference of the set up is that it eliminates the need to hold down a button to make sure you're running at full speed. Some folks might appreciate that as it may help them time their rolls and jumps better. Some players may feel less comfortable about precise platforming with the Circle Pad, and for them the alternate control scheme might help.

+Control Pad

Walk: +Control Pad

Run/Grab: X Button/Y Button

Jump: A Button/B Button

Crouch: Down on the +Control Pad

Ground-Pound: L Button/R Button (While standing still)

Roll: While running, L Button/R Button

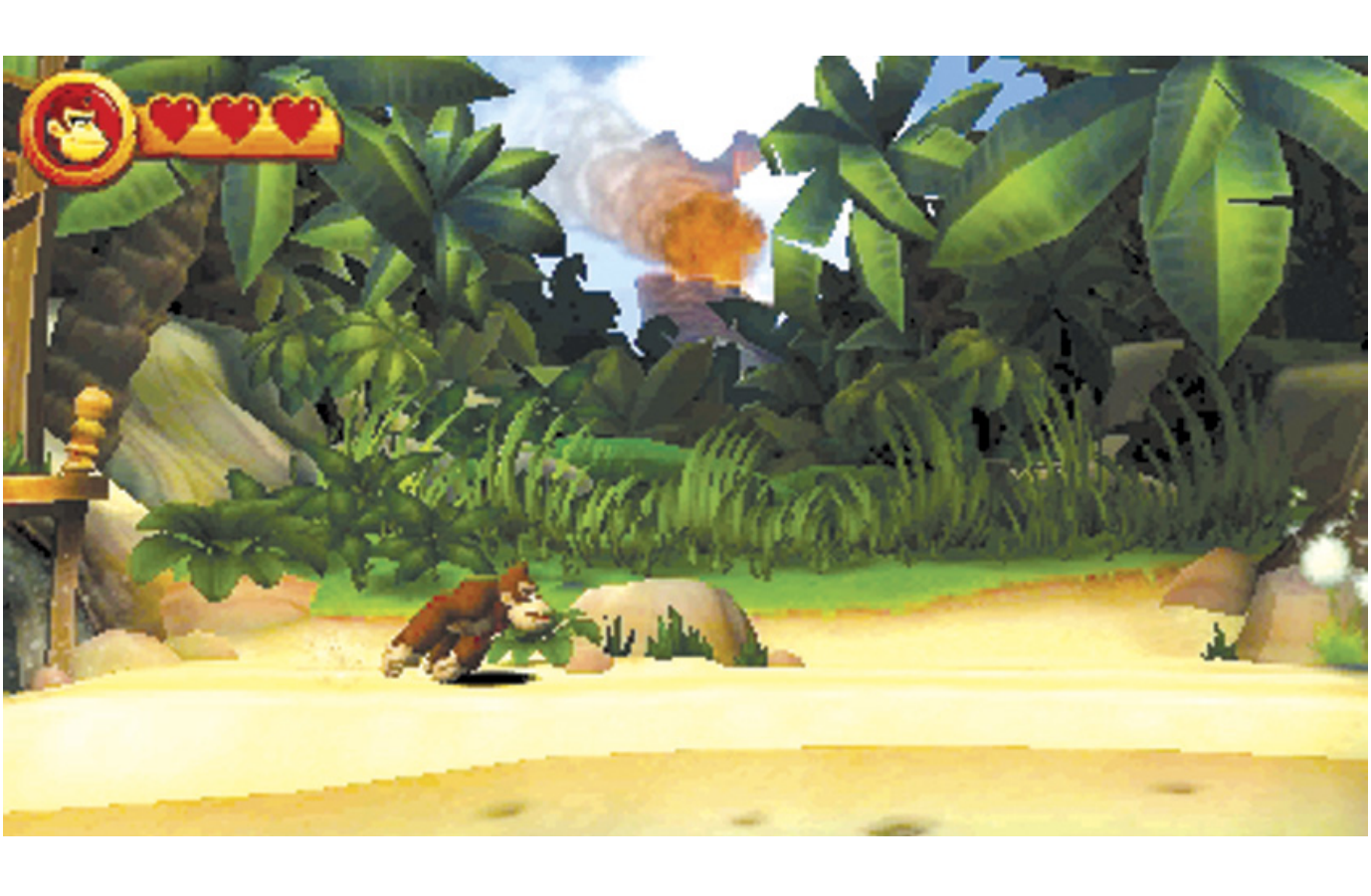
Blow: While crouching, L Button/R Button

Dismount Rambi: Down on the +Control Pad + X Button/Y Button

Use Item: Tap Touchscreen

A reminder of the classic control scheme found in the original Donkey Kong Country titles, the +Control Pad scheme requires you to hold down the run button in order to get up to full speed on the ground, and it switches certain controls around in such a way that helps facilitate that need.

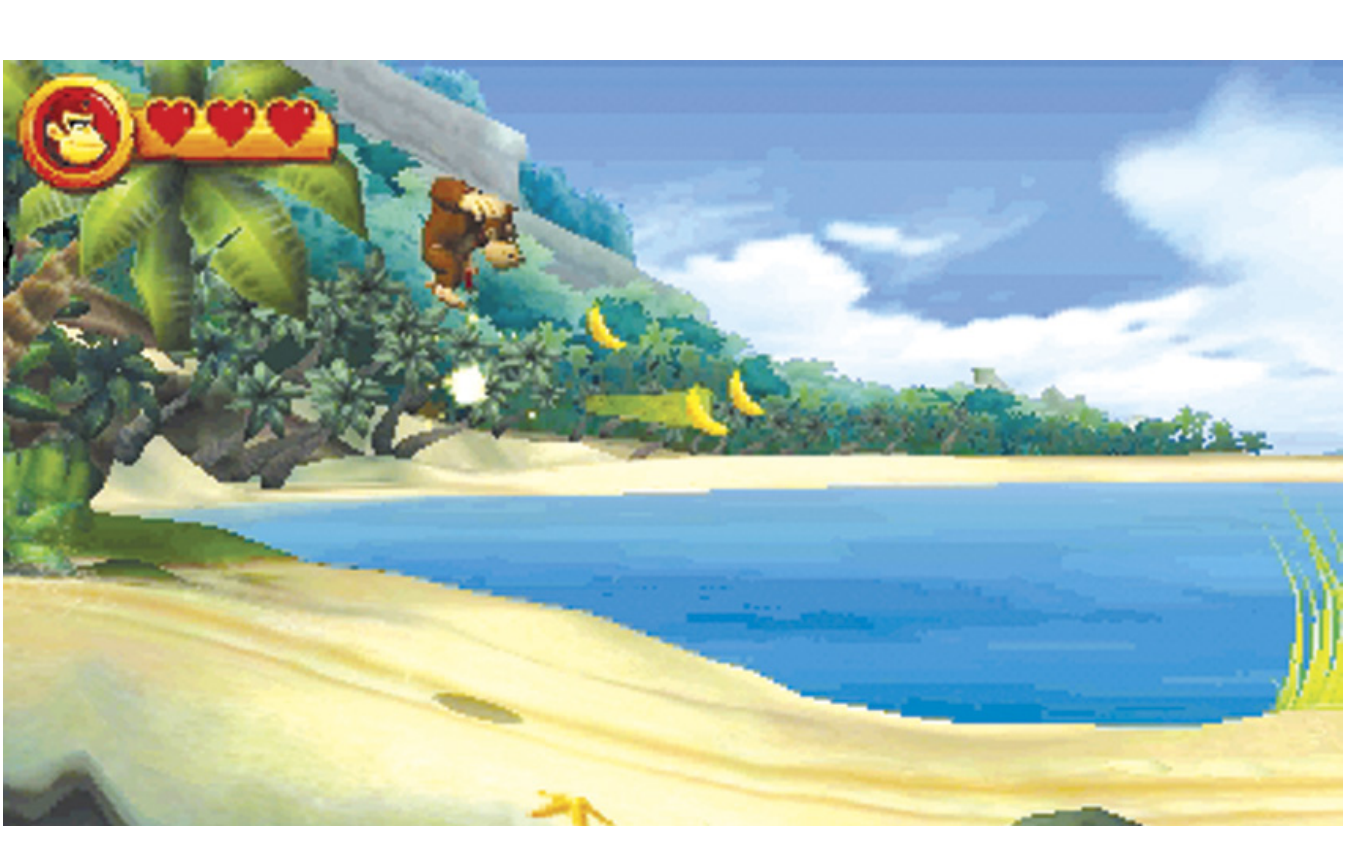
Walk/Run

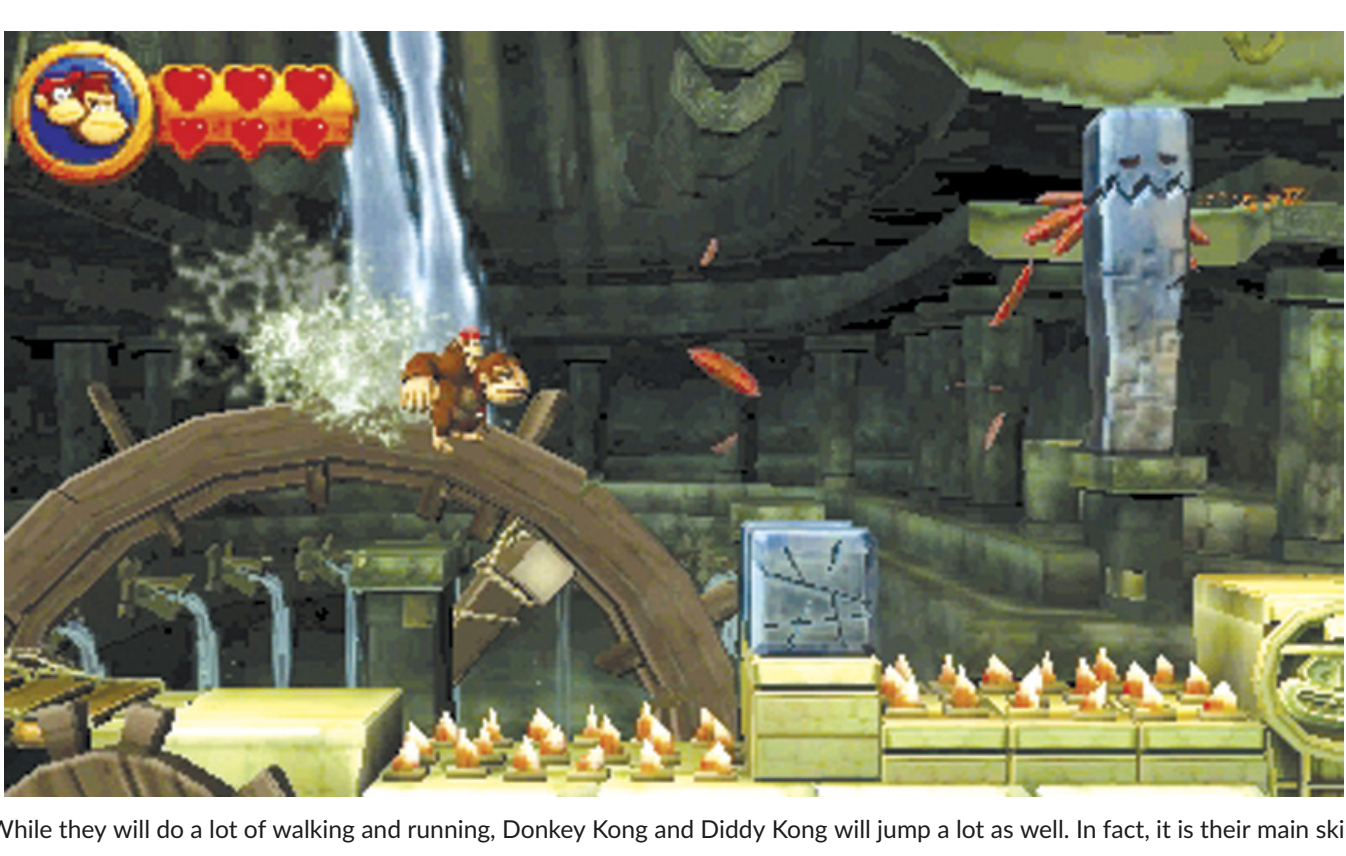


The main way Donkey Kong and Diddy Kong get around is walking. Just press the directional control to the left or right, and your character will move in that direction. While walking is fine, you will often need to move more quickly to avoid dangers or to collect something before it disappears. Both Donkey Kong and Diddy Kong can move faster by running.

While using the Circle Pad control scheme, the analog nature of the pad allows players to determine the Kong's movement speed without need of holding down additional buttons. Users of the +Control Pad scheme will need to hold down the X or Y Buttons to get the heroes running. Your current movement speed heavily influences how far you can jump, so keep that in mind when getting ready to make some precision hops.

Jumping





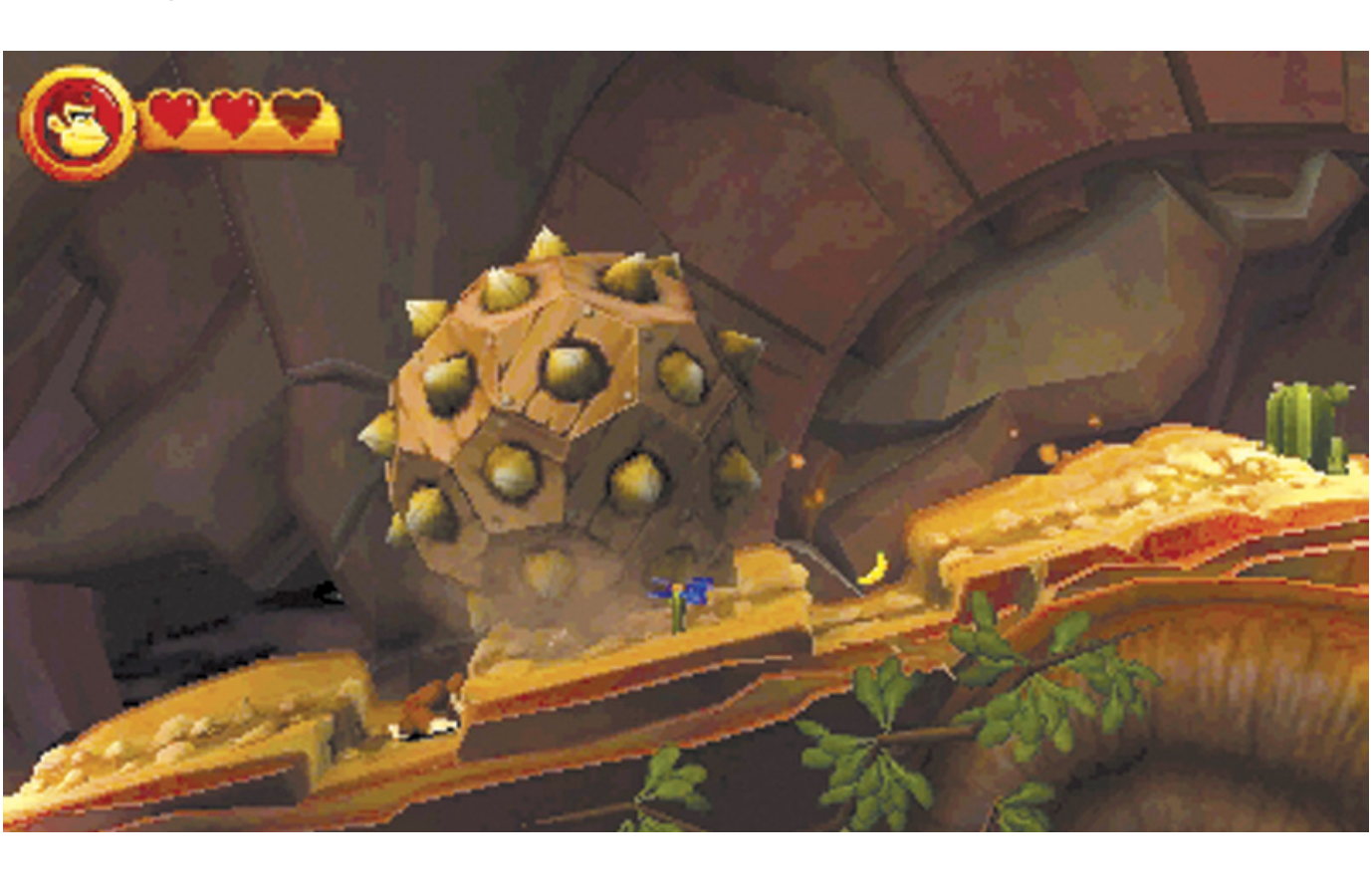
While they will do a lot of walking and running, Donkey Kong and Diddy Kong will jump a lot as well. In fact, it is their main skill and vital for you to master. Without jumping, they can't cross from platform to platform, avoid dangerous obstacles, or, more importantly, eliminate various enemies. Learn where the jump button is—it will be the button you press most frequently. However, there is more to jumping than just pressing the jump button. How you press it affects the way you jump. A quick tap will cause your character to make a short hop. This is useful for jumping over a short distance when you don't want to go too high because of an overhead obstacle you might hit. On the other hand, if you need to jump high, hold down the jump button.

The distance you jump is controlled by the speed at which you are moving when you jump. Jumping while walking will result in a short-distance jump. However, if you need to get higher or jump farther, run and then jump. The extra momentum will carry you farther and give you additional height. When crossing the longest gaps, run right to the edge of the platform and then jump at the last minute; hold down the jump button to get the most out of the jump.

Tip

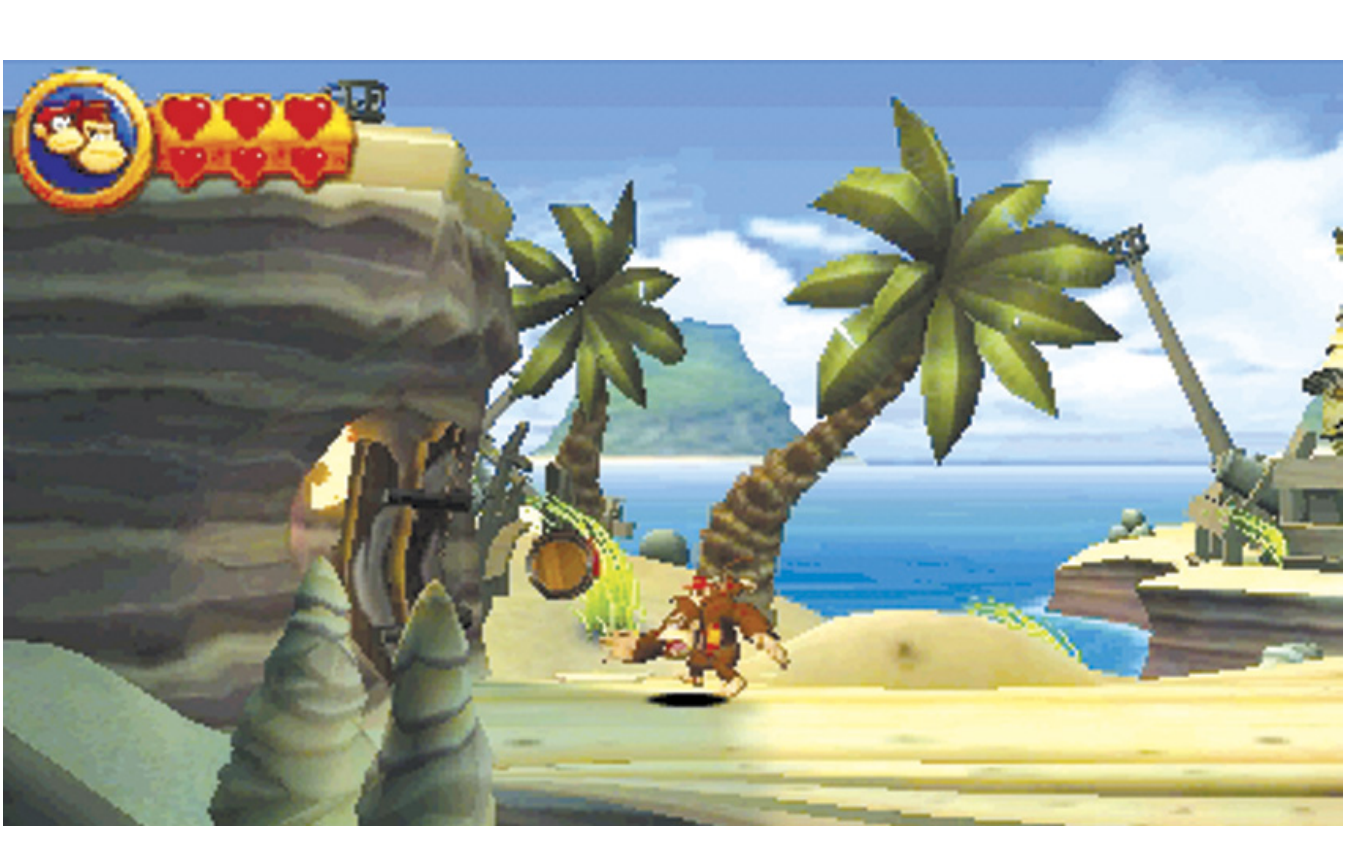
An important skill while jumping is moving while in the air. You can help direct the course of your jump by moving left or right. This is vital when you have to land on a small platform or object.

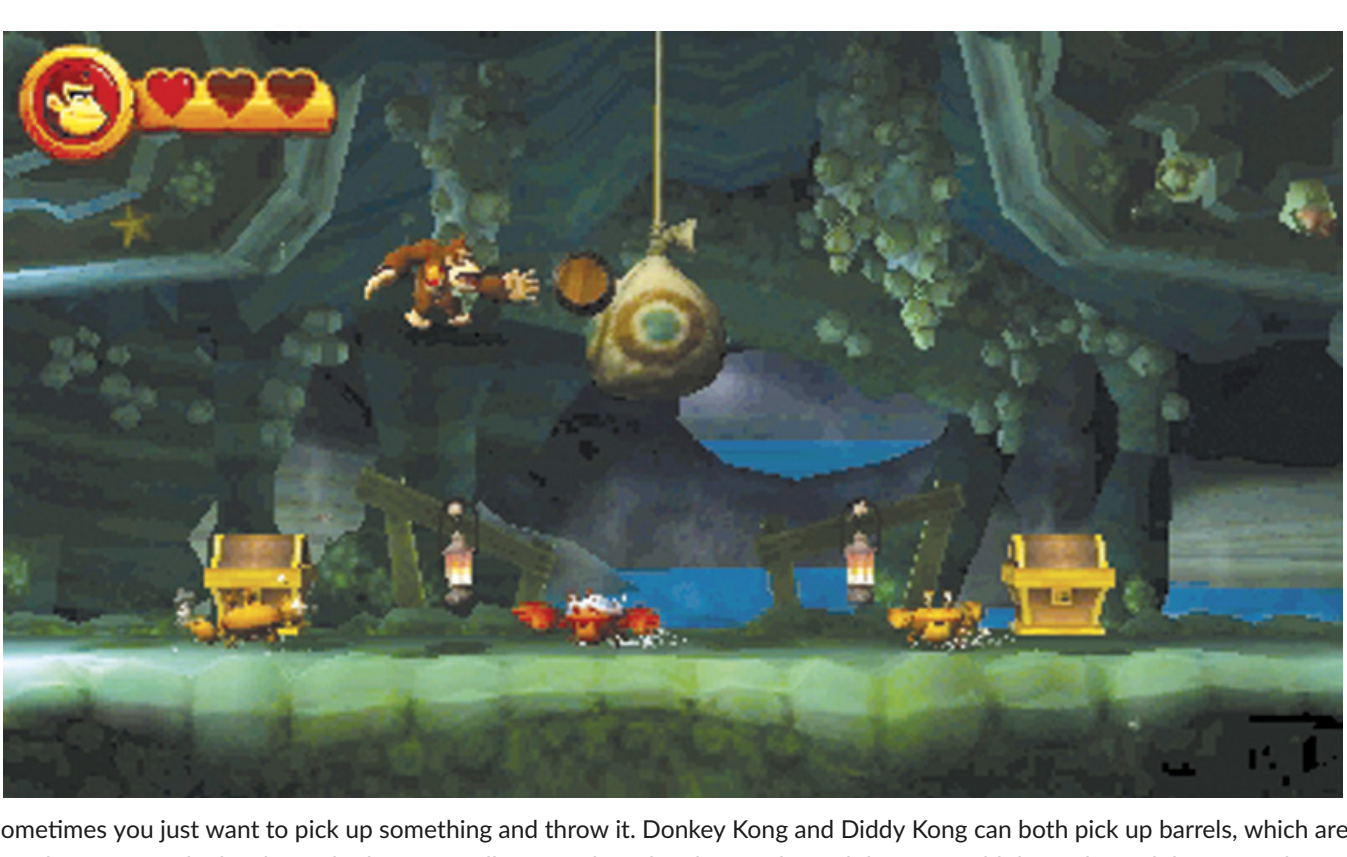
Crouching



At times, it is better to crouch down and avoid an obstacle or enemy than jump over it. Just press down on the directional controller, and your character will get low to the ground. Use this when something you are trying to avoid is too high to jump. Bear in mind that you can and must crouch during certain mine cart sequences in order to survive.

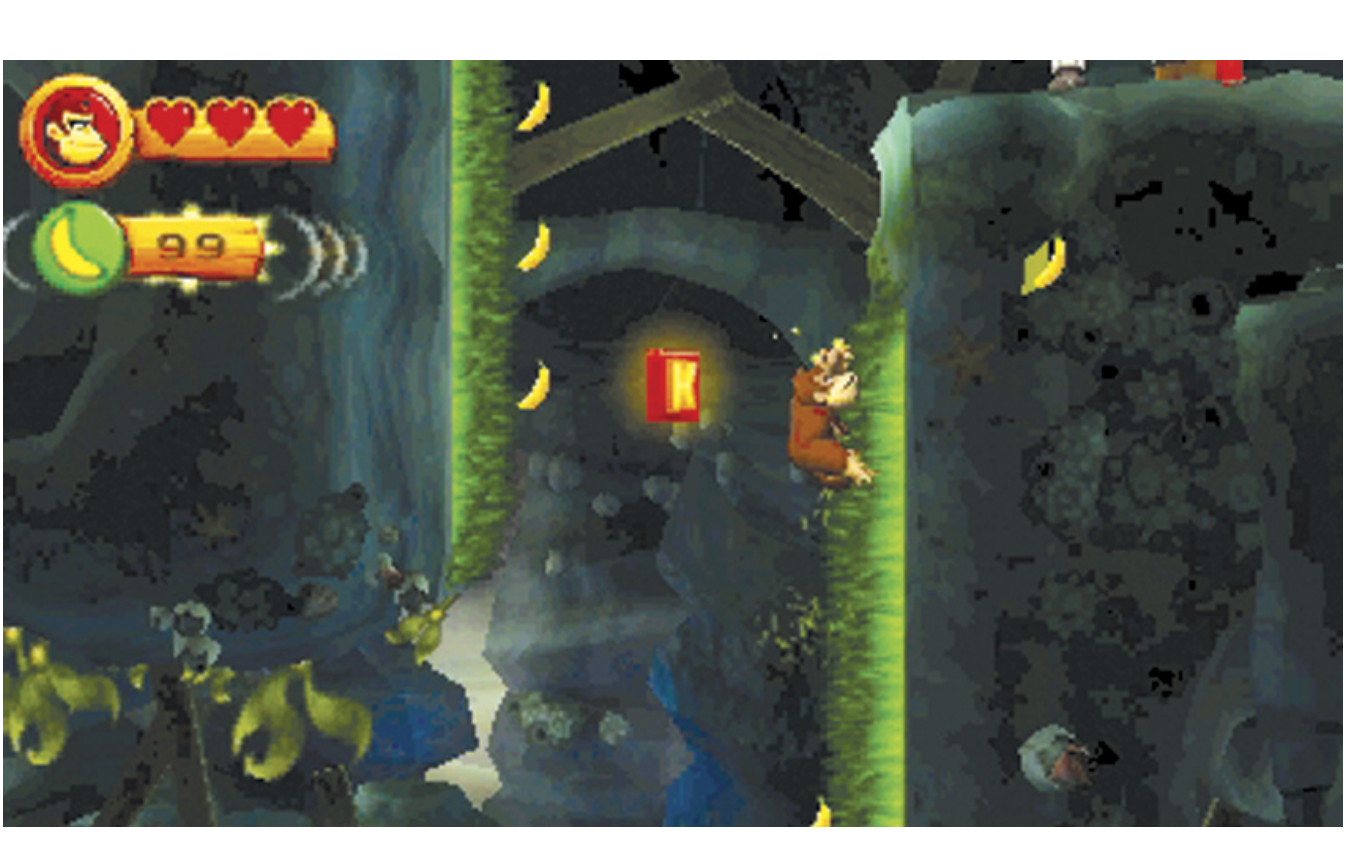
Grab and Throw

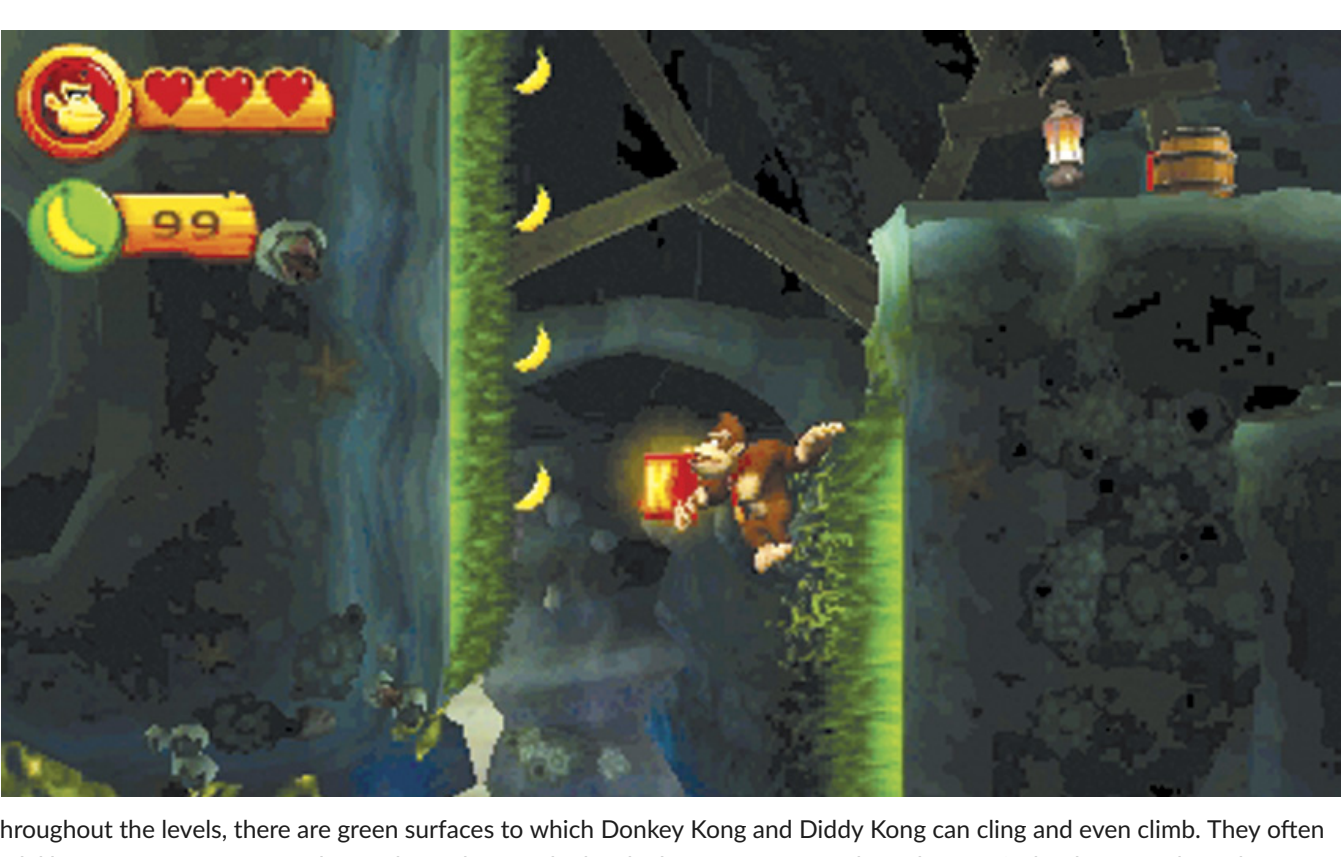




Sometimes you just want to pick up something and throw it. Donkey Kong and Diddy Kong can both pick up barrels, which are found in many of the levels. To do this, just walk up to a barrel and press the grab button. Hold down the grab button and you will carry the barrel; release the button to throw it. Throw barrels at bags with targets on them to get items, or throw them at bull's-eyes or cracks on walls to break them open so you can enter. At times you must carry a barrel a distance before throwing it. While carrying a barrel, you can jump over obstacles or enemies. However, if you take any damage, you will drop the barrel. Certain steep surfaces can also cause you to drop whatever it is that you are carrying.

Clinging and Climbing

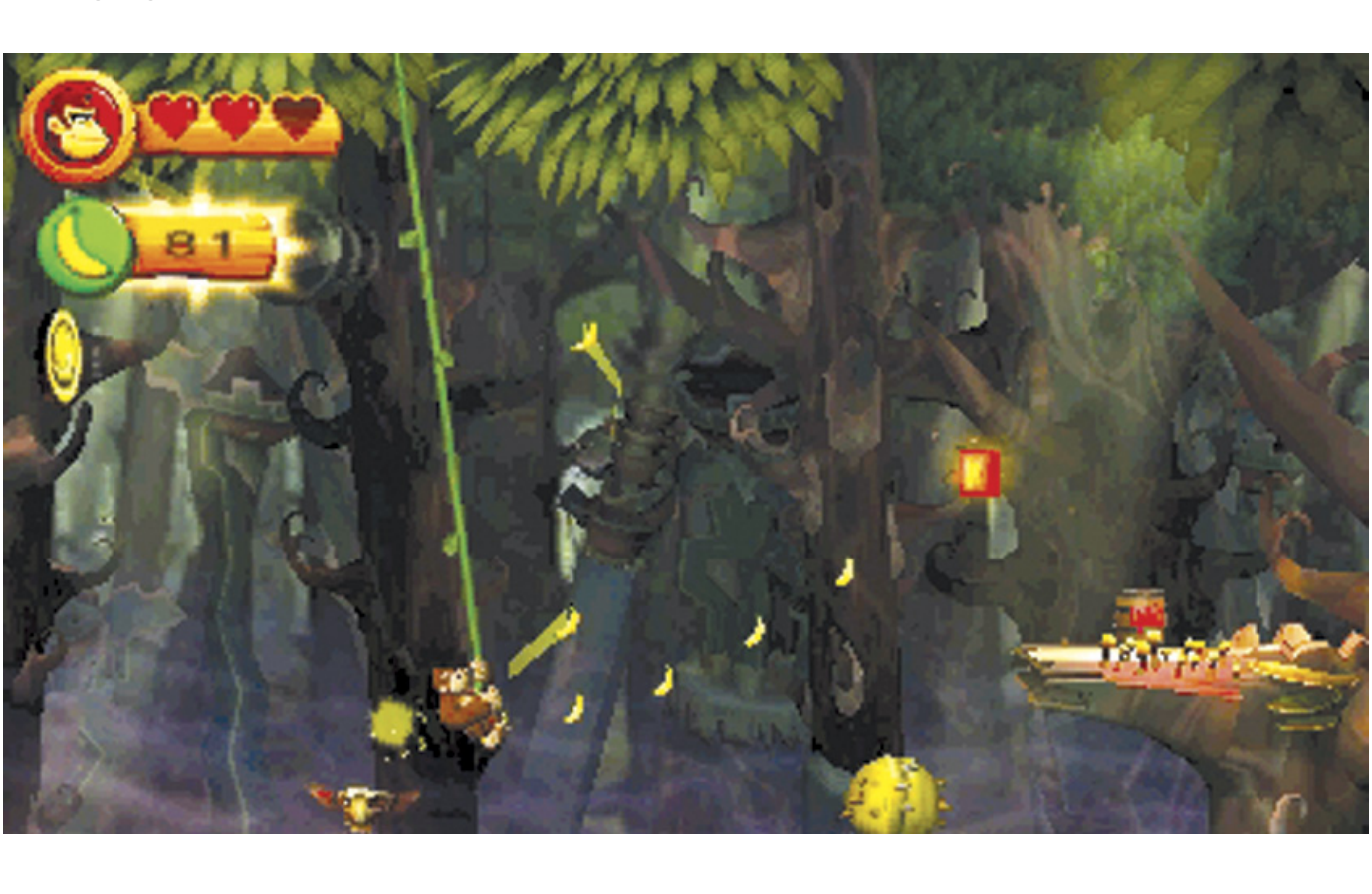




Throughout the levels, there are green surfaces to which Donkey Kong and Diddy Kong can cling and even climb. They often look like green grass or green chains, depending on the level. These surfaces can be either vertical or horizontal. To cling, just jump up to or over to a green surface and press the grab button. Hold down this button to continue to cling. You can then either climb to the left or right along horizontal surfaces or climb up and down on vertical surfaces.

An important skill is the ability to jump from a cling, such as when you are climbing a shaft and need to get across to the opposite side. Continue holding the grab button and then jump in the direction you want to move. Even though you are holding down the grab button, you will let go to jump. As soon as you touch the green surface, your character will automatically cling to it. When you want to drop, just release the grab button.

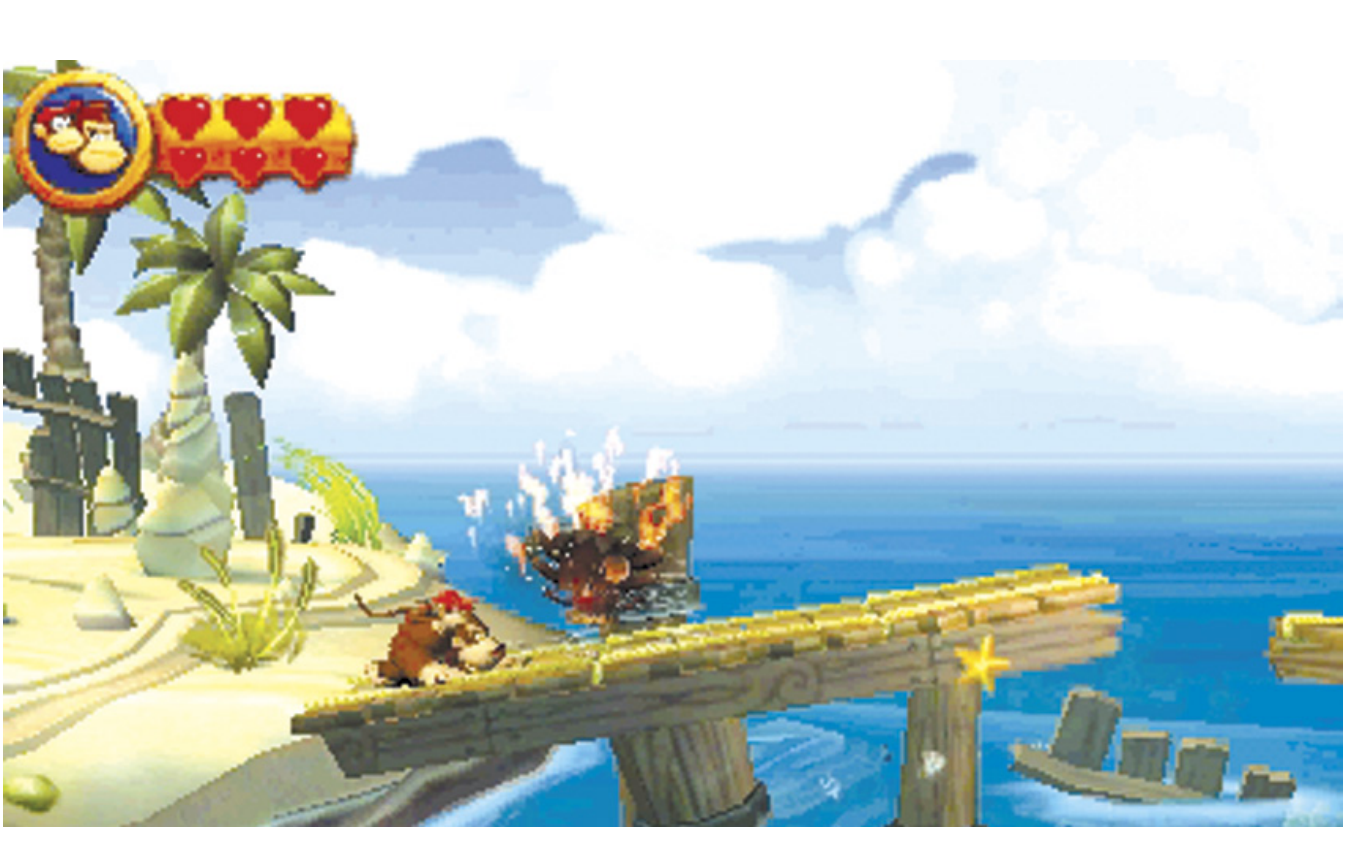
Swinging

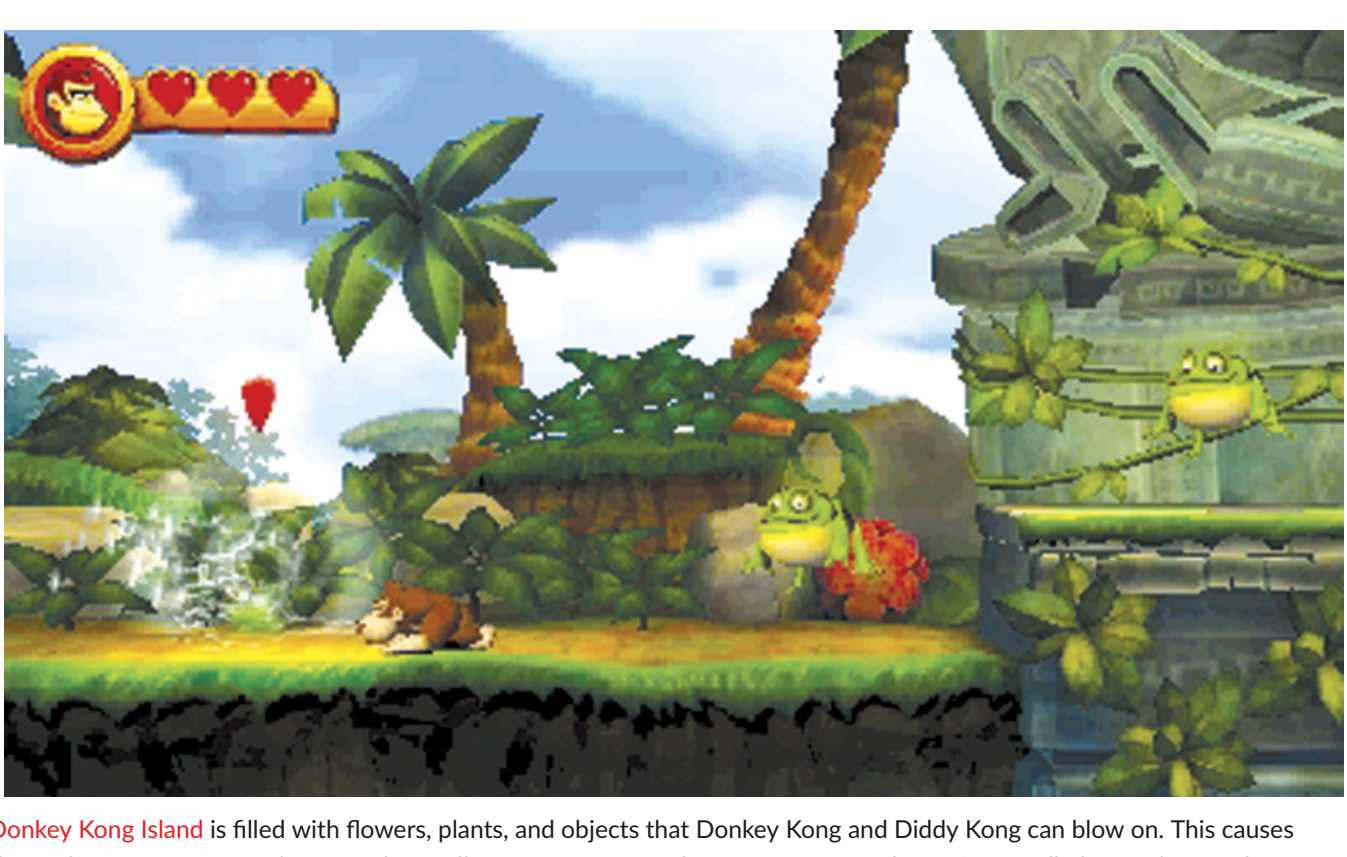


There are several levels that contain green vines. Use these to swing across distances. To get onto a vine, jump up or over to it and hold down the grab button. Then press the jump button to leap across to another vine or a platform. If you want to drop straight down from a vine, just release the grab button.

When jumping from vine to vine, you have to time your jumps. Make sure you are jumping as your vine is reaching the end of its arc and the next vine is coming toward you. If necessary, just ride the vine for an additional swing in order to time the jump to the next vine.

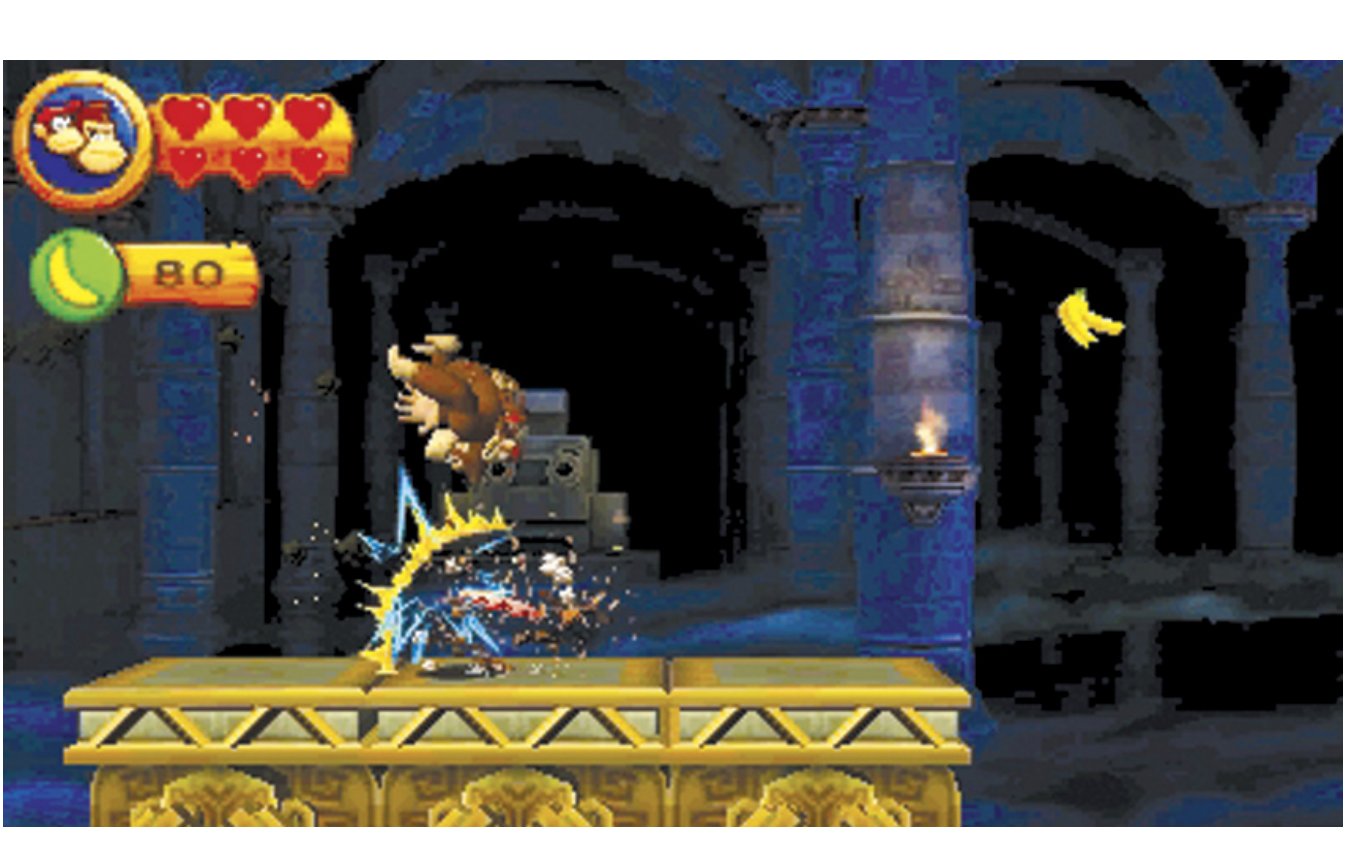
Blow

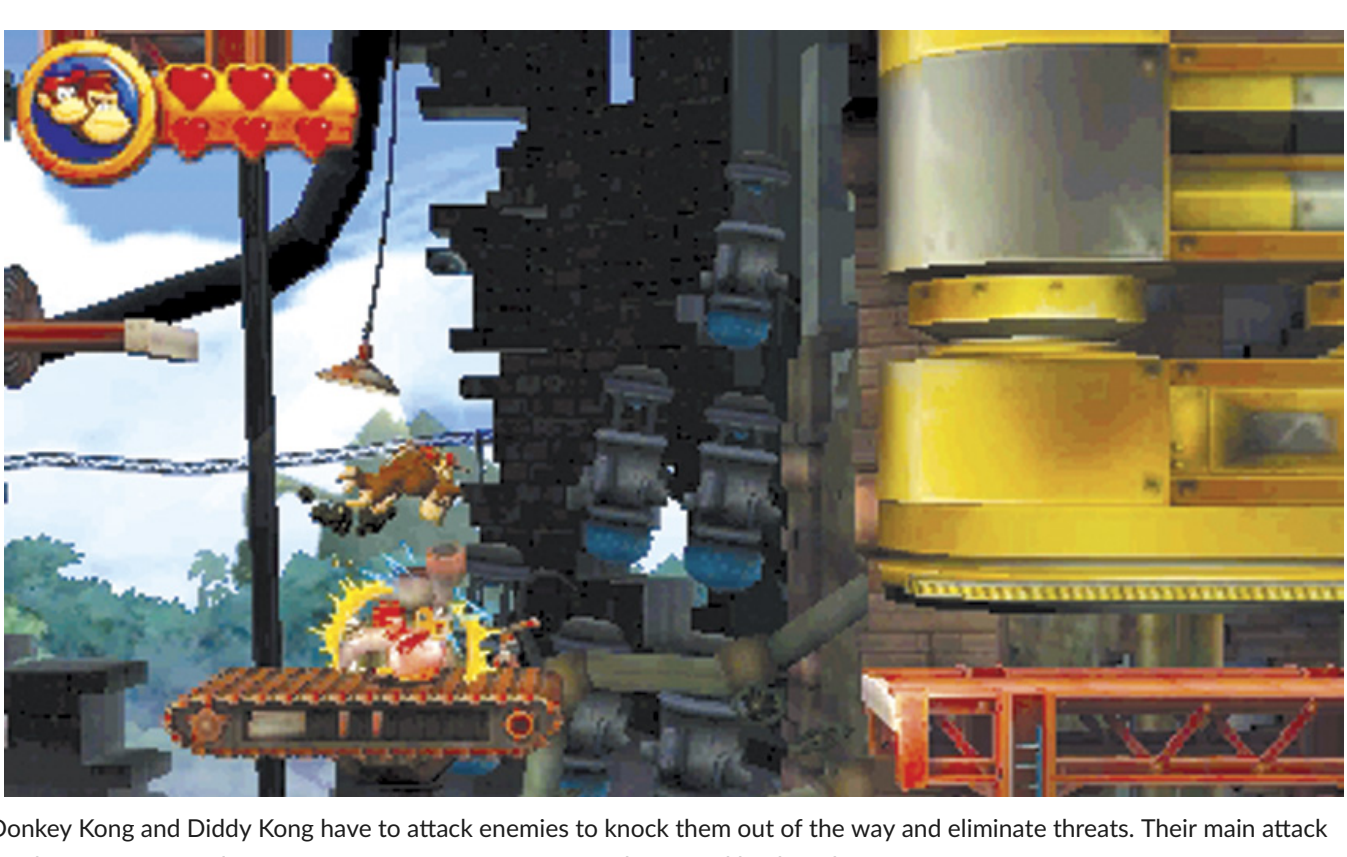




Donkey Kong Island is filled with flowers, plants, and objects that Donkey Kong and Diddy Kong can blow on. This causes these objects to rise from the ground, to pull up an item, or to release an item. Use this action on all objects that can be affected by your breath, since you never know what items you might get. Some of the flaming enemies can also be defeated or extinguished with a carefully directed blow.

Attacking





Donkey Kong and Diddy Kong have to attack enemies to knock them out of the way and eliminate threats. Their main attack involves jumping. To defeat most enemies, just jump up in the air and land on them. Some enemies require you to jump on them several times. Flaming enemies must first be extinguished before jumping on them. Just blow at them, and while they are smoking, jump on them quickly before they reignite. Some enemies will harm you if you jump on them due to claws or spikes, or they might have armor that protects them. Pound the ground next to these to flip them over or stun them. If they flip over, you can then jump on them to defeat them. Some enemies will only be stunned, so jump over them and continue on.

Note

Check out the next chapter for the specifics on defeating all the various types of enemies.

When you jump onto an enemy, you will usually bounce up a short distance. However, if you press the jump button at the same instant you hit the top of the enemy, you can get a bounce with some extra height. This move can help you reach items or platforms that are too high for you to access with a traditional jump. In fact, if you see something just out of reach, look around for an enemy you can use for a bounce. Sometimes you will come across a row of enemies.

Tip

If you time your jumps and control your landing by moving right or left while in the air, you can jump across and knock out several enemies one right after another without touching the ground. You are awarded a Banana Coin for eliminating three enemies by jumping between them without touching the ground during that sequence of jumps. Additional coins can be earned until after you've managed to defeat eight enemies in a row, which switches the award to extra red balloons for each enemy bounced off of.

In addition to jumping, there are other ways to defeat enemies. If you have a barrel in your hands, you can throw it. Barrels will defeat just about any enemy. Also, pounding the ground near most enemies will stun them. This prevents them from moving, jumping, or inflicting damage (with the exception of flaming enemies). Therefore, if you are having trouble defeating an enemy, try pounding near them so you can jump on them during their stunned state and get rid of them.

Use Item

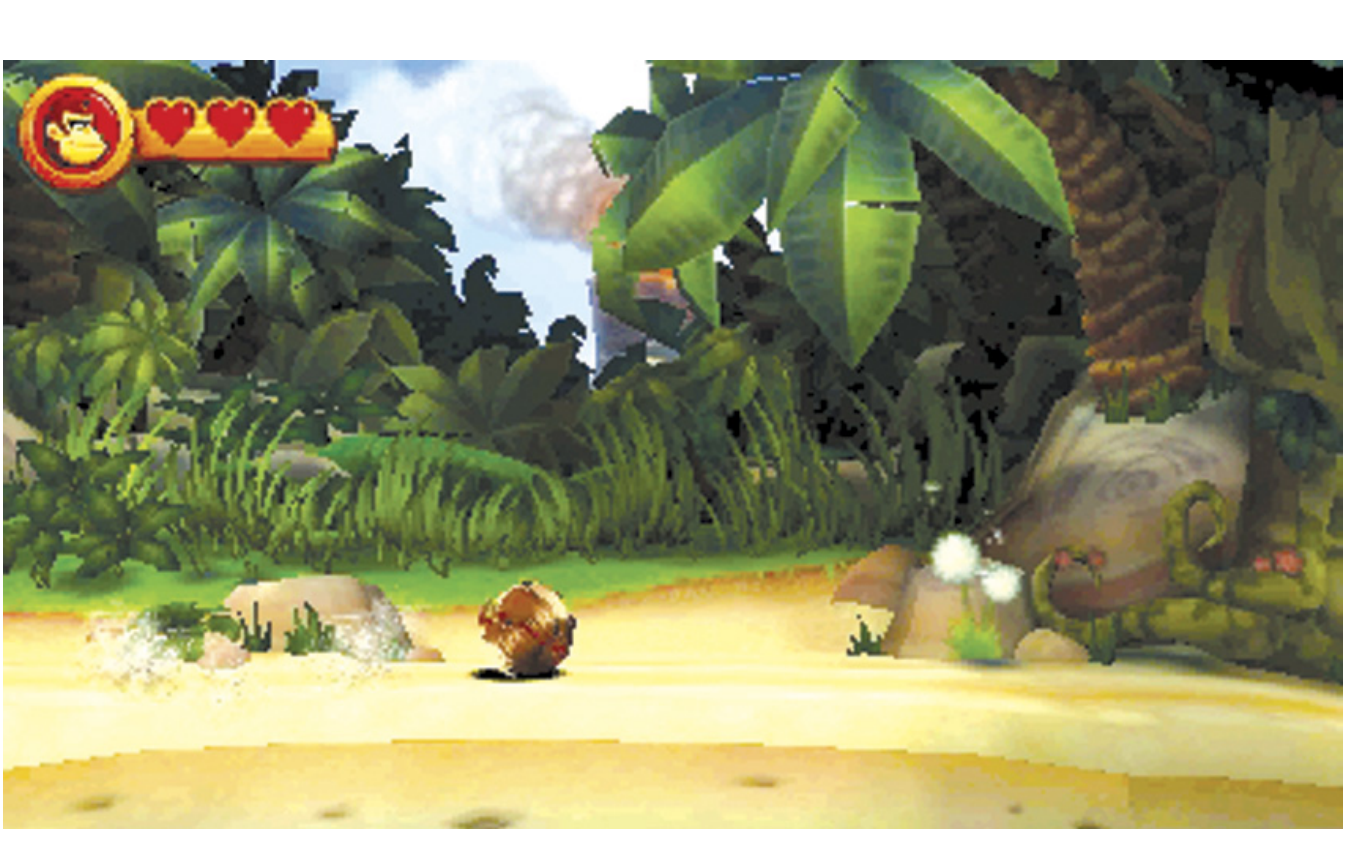
Donkey Kong Country Returns 3D includes New Mode, which provides a few new things to give players a better chance to complete the game, while also providing a new set of items available for purchase from Cranky's Shop found in every World of the game. The DK Barrel is usually found inside a level, and acts to restore your health to maximum, while also giving players in single-player access to Diddy Kong. However, some levels don't provide such amenities, but you'll still be hurting for the little guy's help.

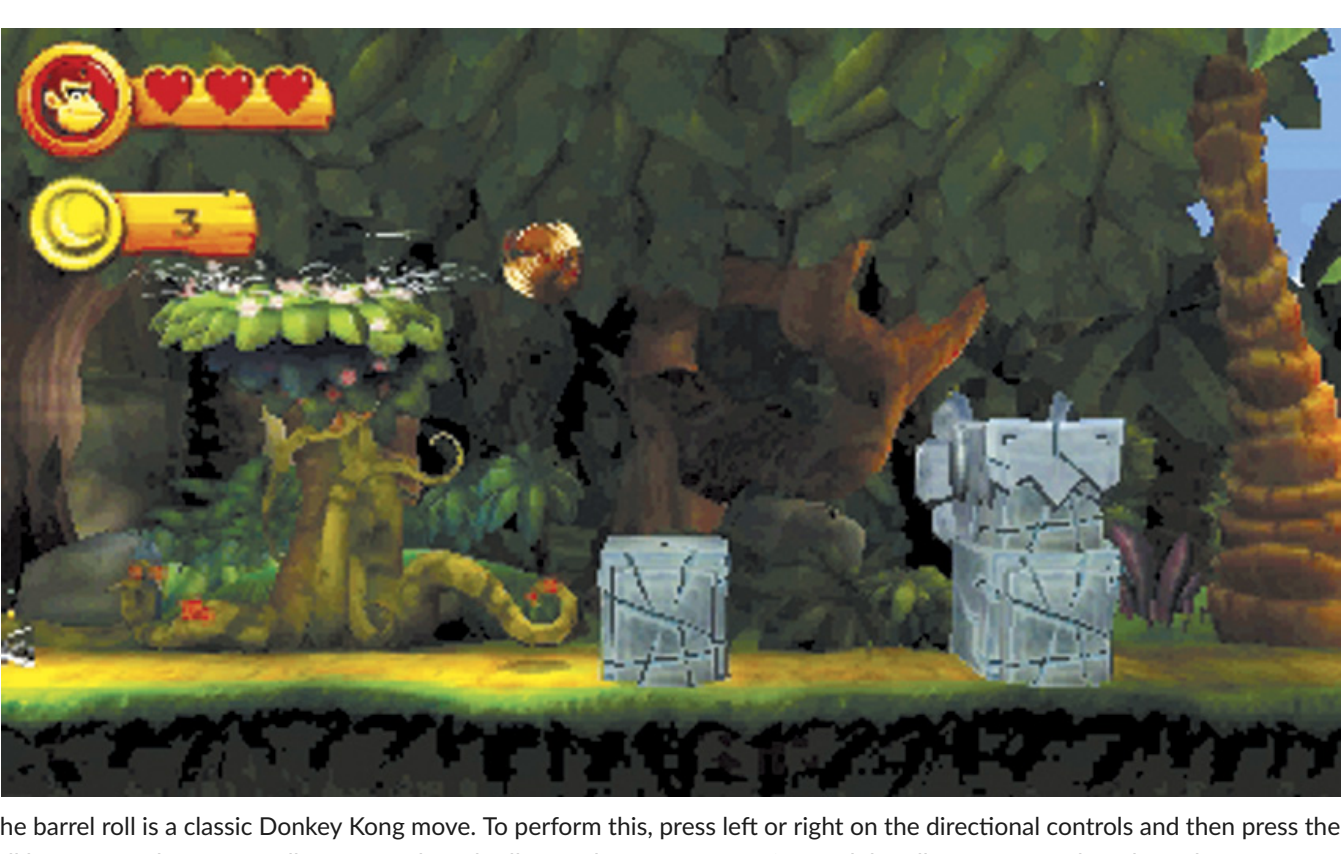
You can now purchase a DK Barrel (and equip up to three of them from your inventory before entering a level). Any time you need Diddy or the health boost, you can tap the Touch Screen to toss one of your spare DK Barrels.

Advanced Ape Actions

While both Donkey Kong and Diddy Kong can perform the basic moves and actions explained above, each character has advanced actions that are unique to him. In addition, Diddy Kong can hop onto Donkey Kong's back. When the two are together, they gain some additional actions as well.

Barrel Roll (Donkey Kong)



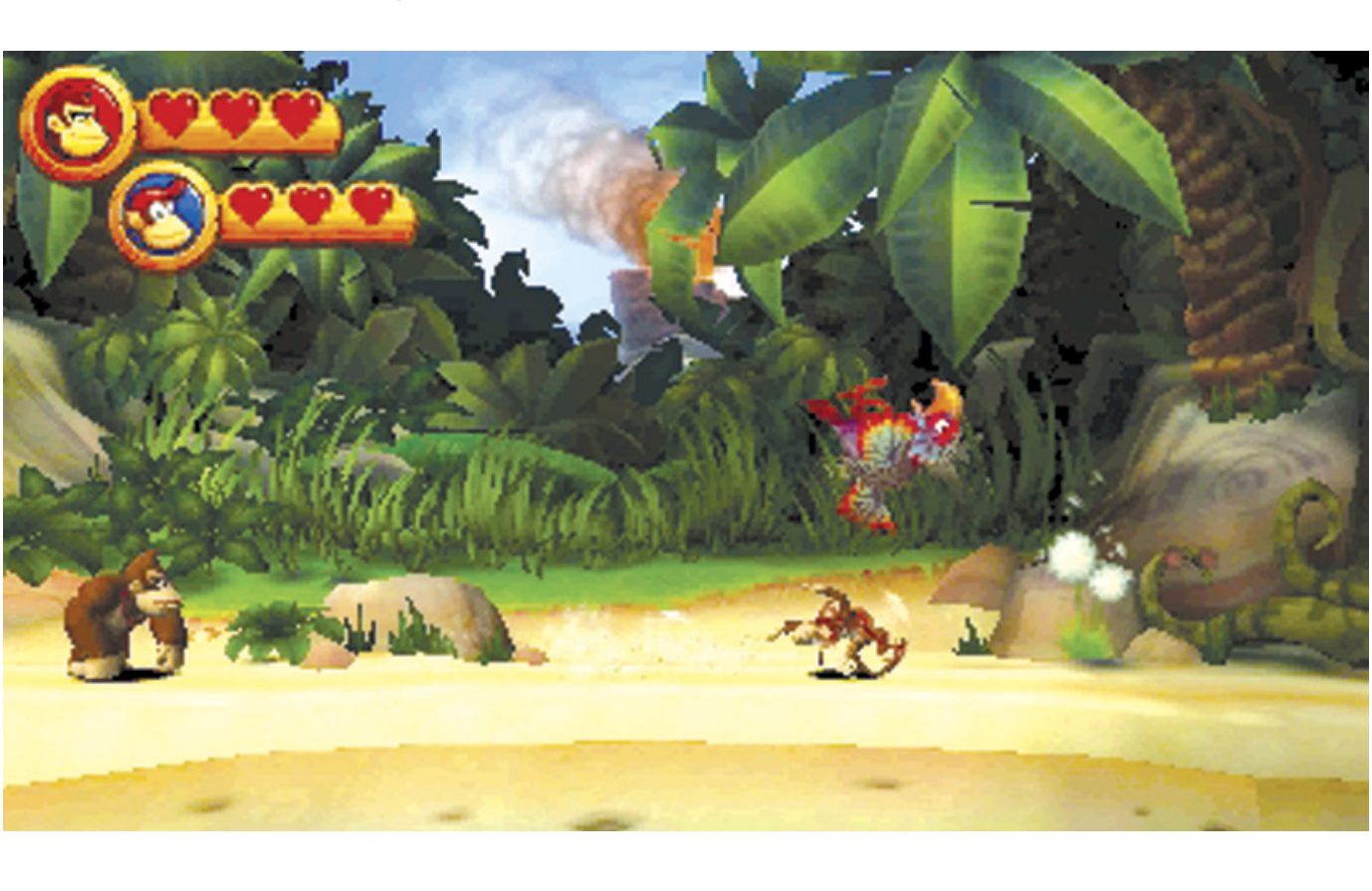


The barrel roll is a classic Donkey Kong move. To perform this, press left or right on the directional controls and then press the roll button. Donkey Kong will perform a barrel roll for a short amount of time. While rolling, you can plow through most enemies and knock them out of your way. Remember that you can roll for only a limited distance; therefore, be careful when using it against a long line of enemies, since you may end the barrel roll right as you crash into an enemy and lose a heart in the process.

In addition to barrel rolling through enemies, this move is great for moving through an area quickly while staying low. The barrel roll is faster than running. While rolling, you can jump up out of the roll. This is an important skill for collecting some items that are hovering over a gap and appear impossible to reach. Barrel roll off the edge of a platform, and while in midair, press the jump button. This allows you to essentially jump up without having to stand on a platform or jump off of an enemy.

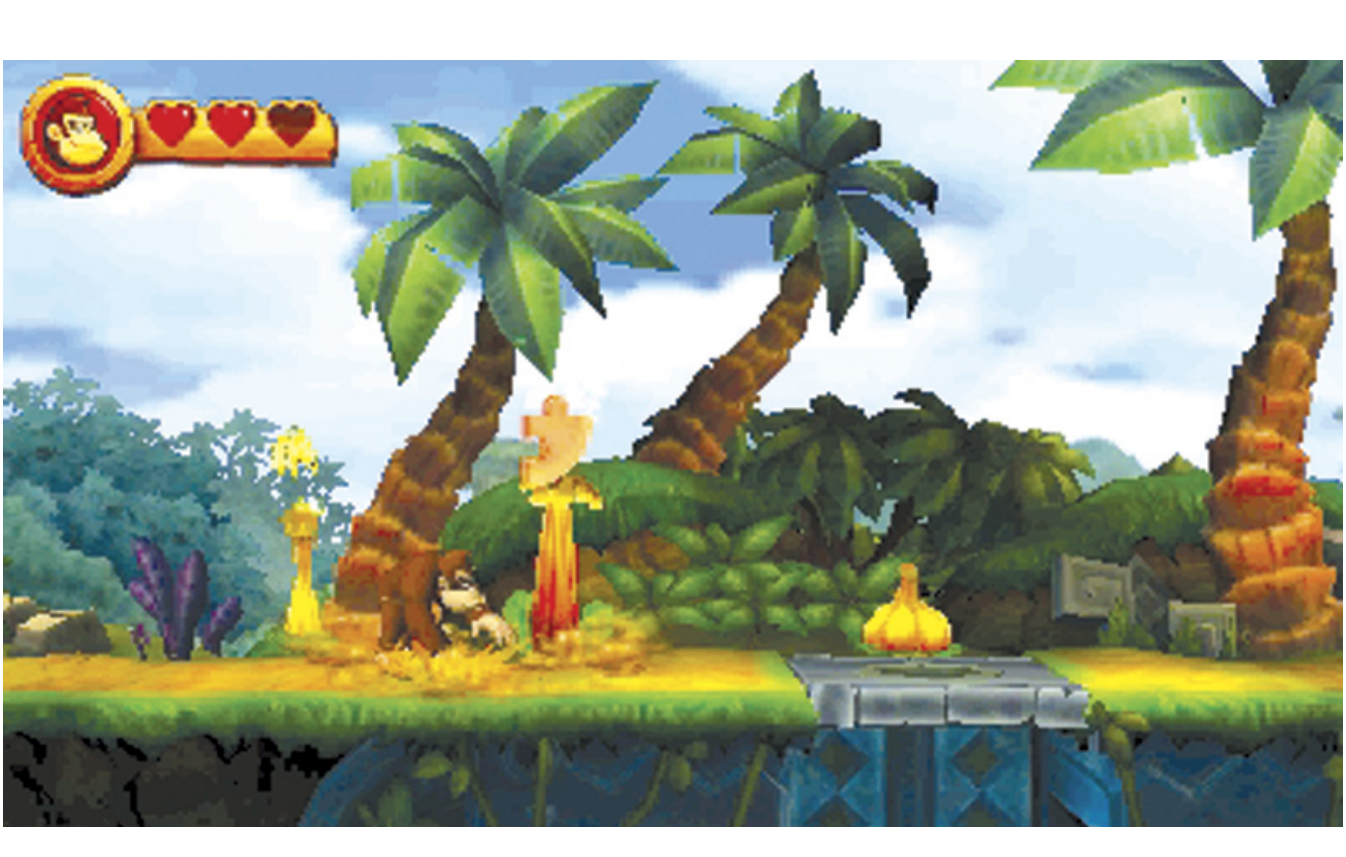
After you beat a level, you unlock Time Attack for it. In order to surpass the top time and earn the gold medals, you will have to make extensive use of the barrel roll + jump combo as you race through the levels. Keep in mind that such a jump gives you amazing distance at the cost of fine control

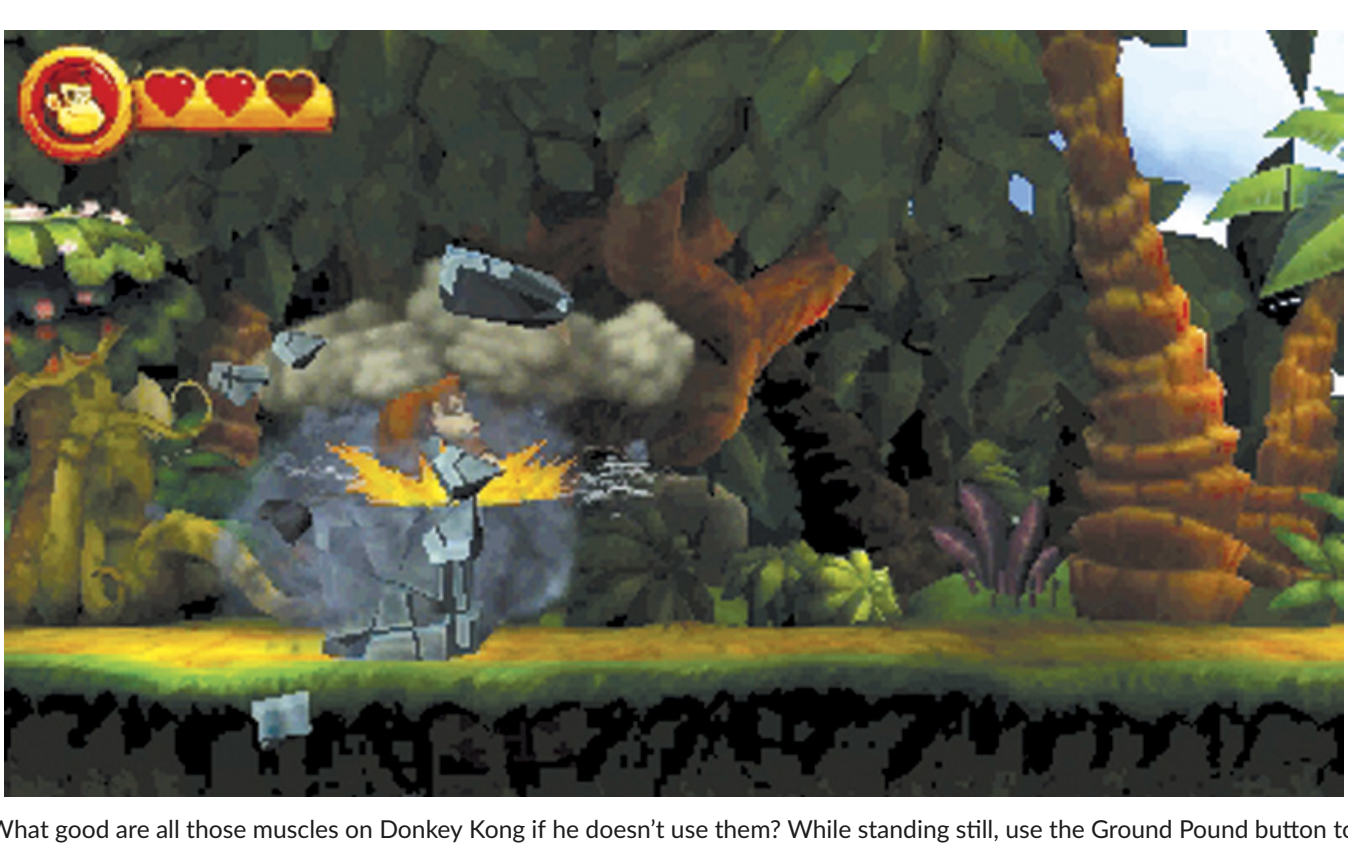
Cartwheel (Diddy Kong)



The cartwheel is Diddy Kong's version of the barrel roll. It is a quick way to move while staying low. As with the barrel roll, the cartwheel can be performed for only a limited distance.

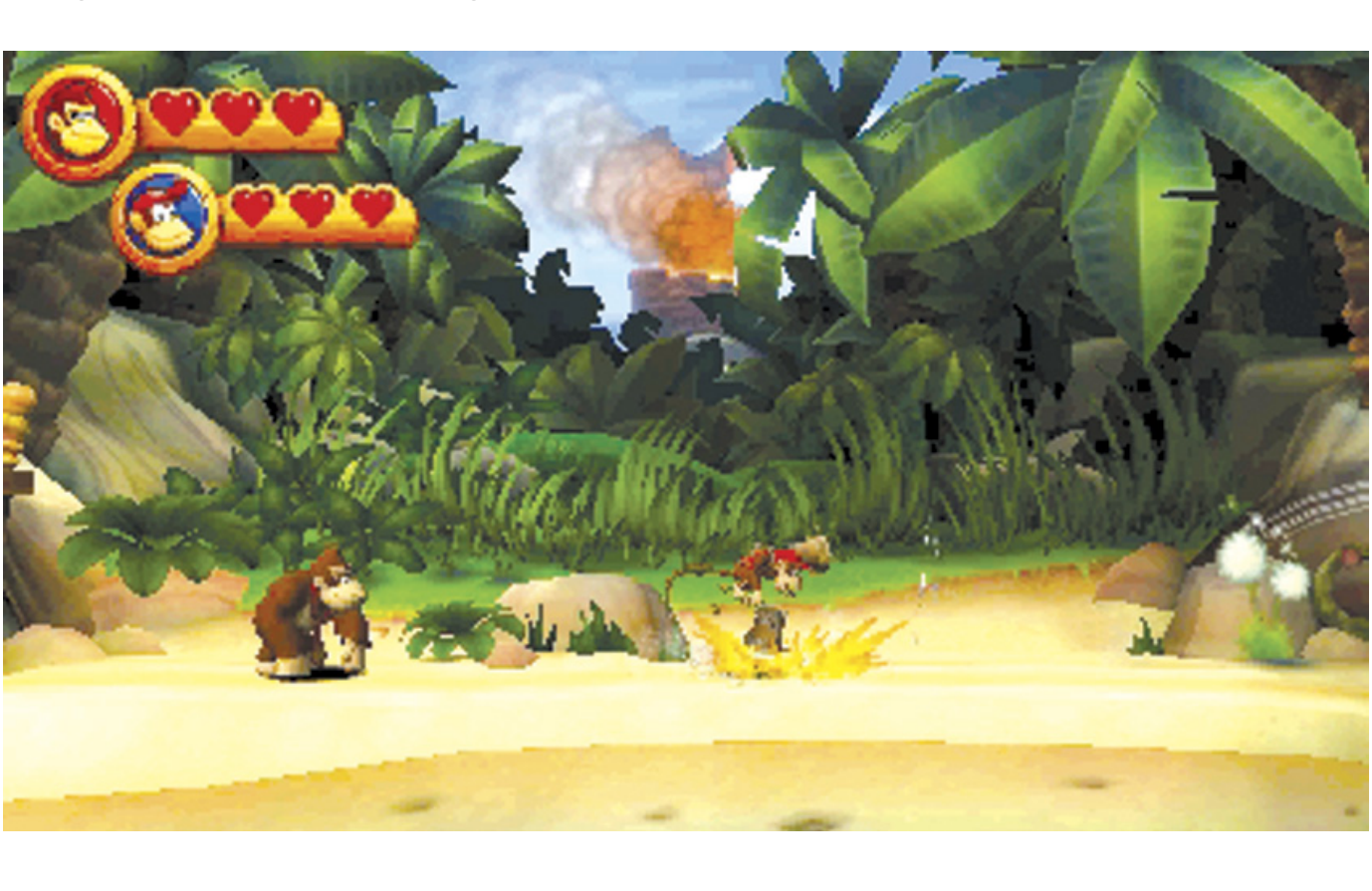
Ground Pound (Donkey Kong)





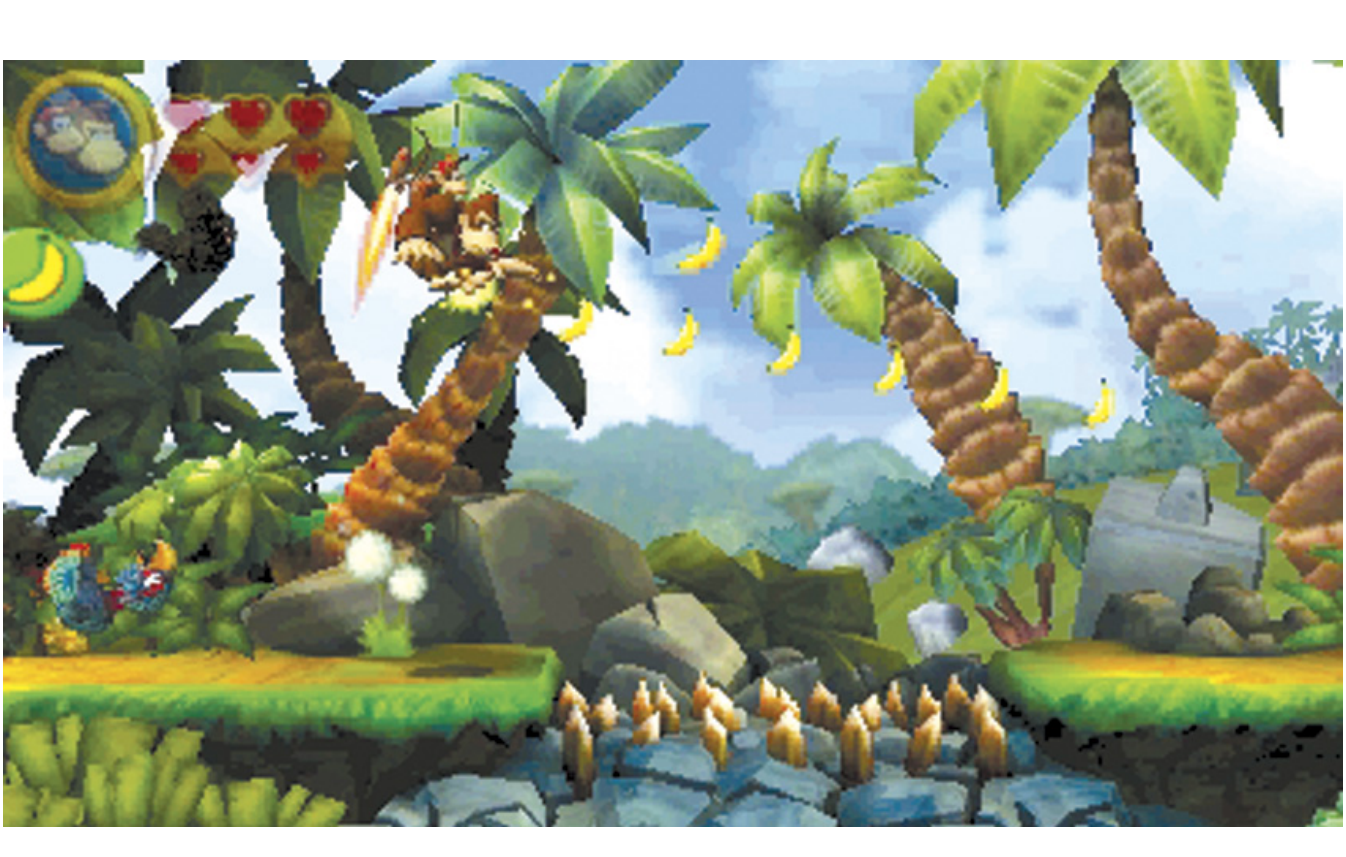
What good are all those muscles on Donkey Kong if he doesn't use them? While standing still, use the Ground Pound button to shake the earth at Donkey Kong's feet. This can stun nearby enemies, or you can pound objects such as gourds or containers to smash them. Some of these will yield items such as hearts, coins, bananas, or even Puzzle Pieces. You can also pound blocks or some crates to break them and get them out of your way. As a general rule, pound everything you can, because you never know what you might get. Pounding can also be used to access different areas of the levels. If you see a trapdoor with an opening below it, a cracked stone, or a damaged area on a platform, pound on it. You can break through some of these spots and get to hidden or bonus areas. If you can't find a Puzzle Piece on a level, be sure to look for spots to pound.

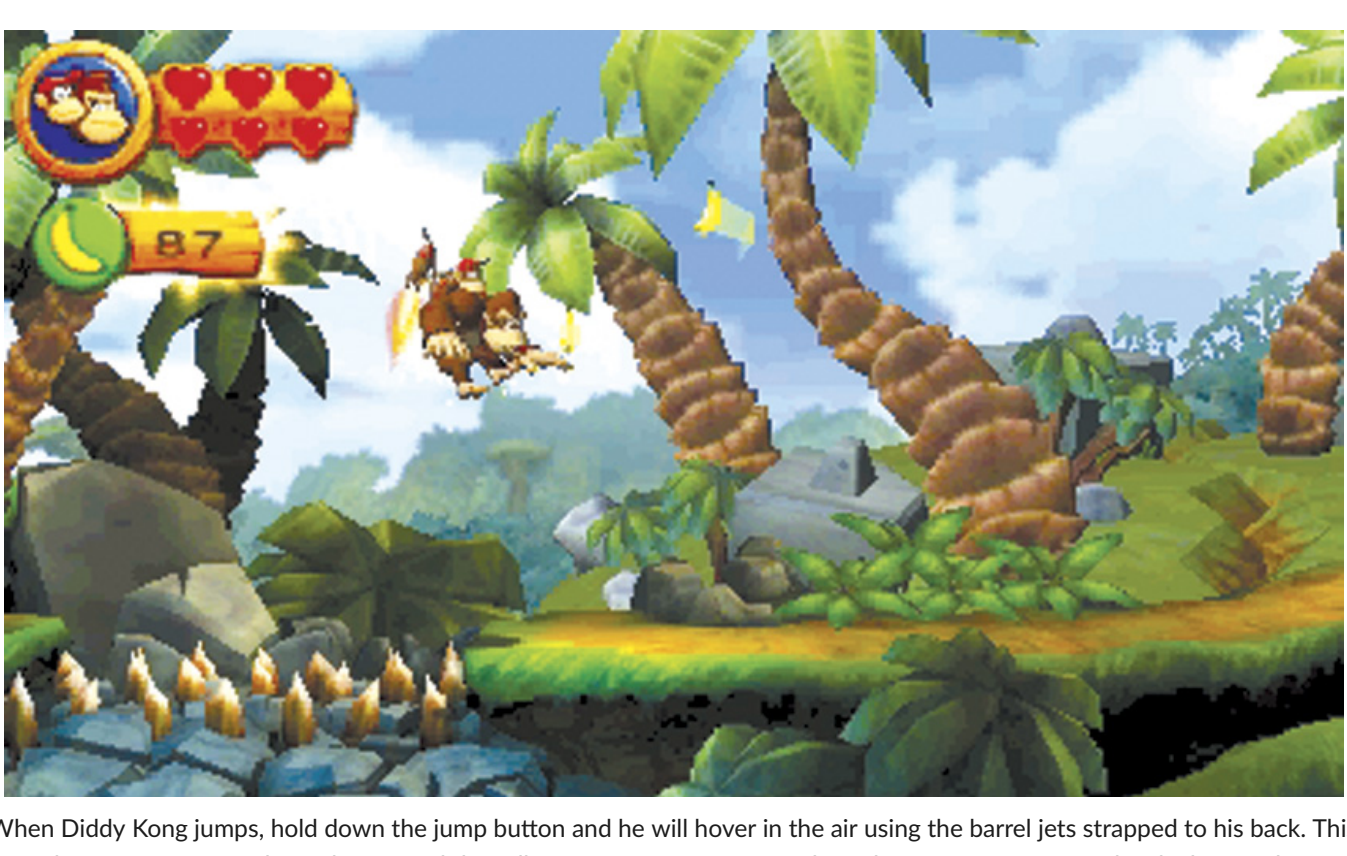
Popgun Pound (Diddy Kong)



When you are Diddy Kong during a two-player game, you have access to your own version of the Ground Pound using the same command as you would with Donkey Kong. However, Diddy Kong also fires his popgun. This shoots peanuts. These peanuts can defeat some of the weaker enemies or stun other enemies. The peanuts fly across the screen in an arc. When they hit the ground, they bounce up and then arc again until they hit an object or enemy or go offscreen. Use this action to defeat or stun enemies at a distance. Diddy Kong can also smash items or break things by pounding on or near them.

Barrel Jet (Diddy Kong; Donkey Kong and Diddy Kong together)

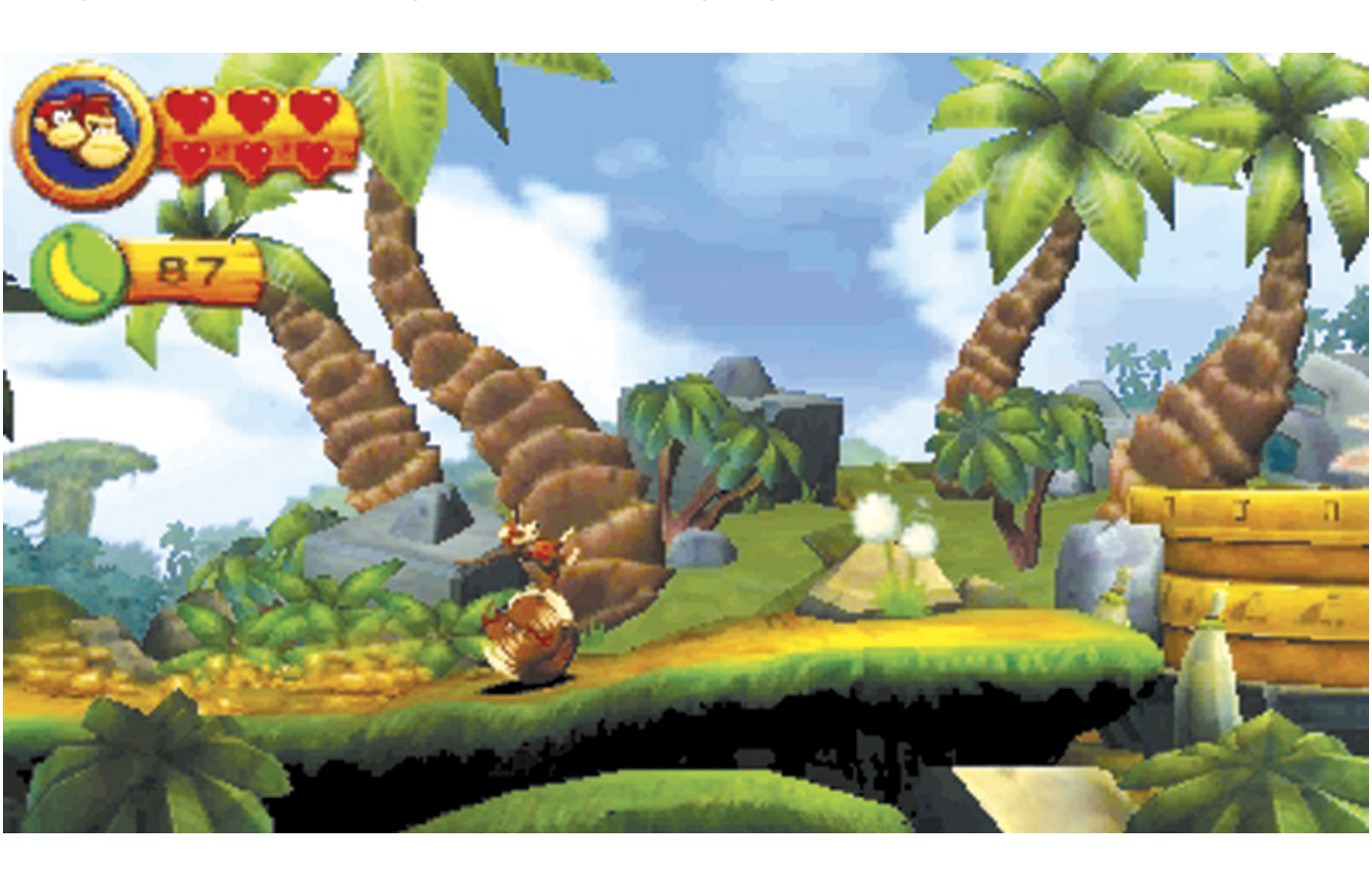




When Diddy Kong jumps, hold down the jump button and he will hover in the air using the barrel jets strapped to his back. This move lets you stay up in the air longer and thus allows you to jump even farther. There are some gaps in levels that can be crossed only by using this move. In addition, this move comes in handy when jumping across moving platforms, since it provides more air time so you don't have to be as accurate on your timing. While hovering, you can also move right and left to adjust where you want to land. The barrel jet lets you hover for only a limited amount of time; therefore, when using it, make sure you have someplace to land.

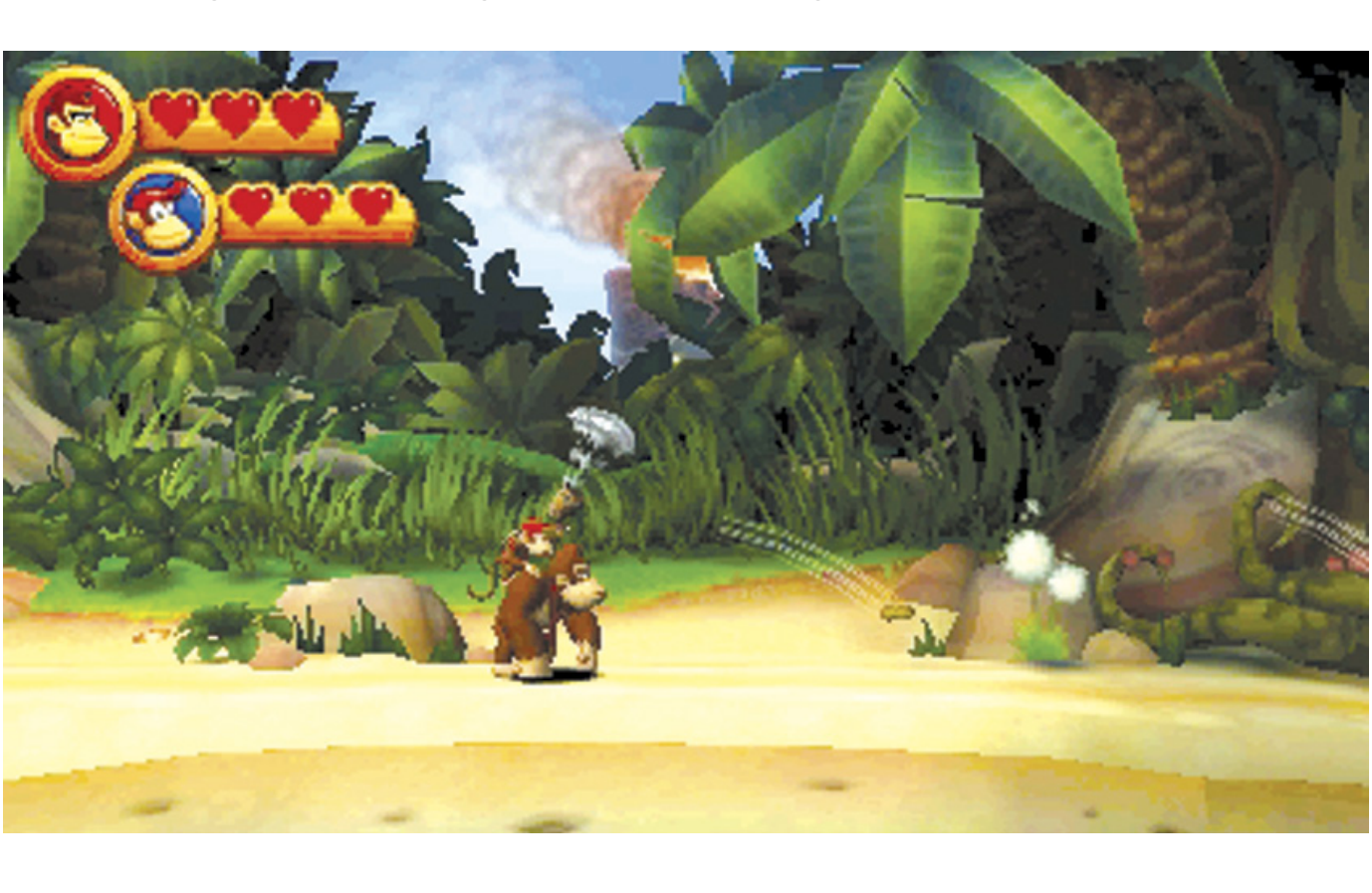
When Diddy Kong is riding on Donkey Kong's back, Donkey Kong can perform the barrel jet move. In fact, this is the main reason you want to get Diddy Kong from the DK Barrels during single-player games.

Kong Roll (Donkey Kong and Diddy Kong together)



If you thought the barrel roll or cartwheel moves were useful, the Kong Roll is even better. You can perform this only when Diddy Kong is on Donkey Kong's back. Donkey Kong controls this move by performing a barrel roll. As he rolls, Diddy Kong runs along on top of Donkey Kong to keep him moving. Unlike the barrel roll or cartwheel, the Kong roll continues as long as you press the roll button. You can roll across a long platform and knock lots of enemies out of your way using this move. You can also jump while in midair using this move.

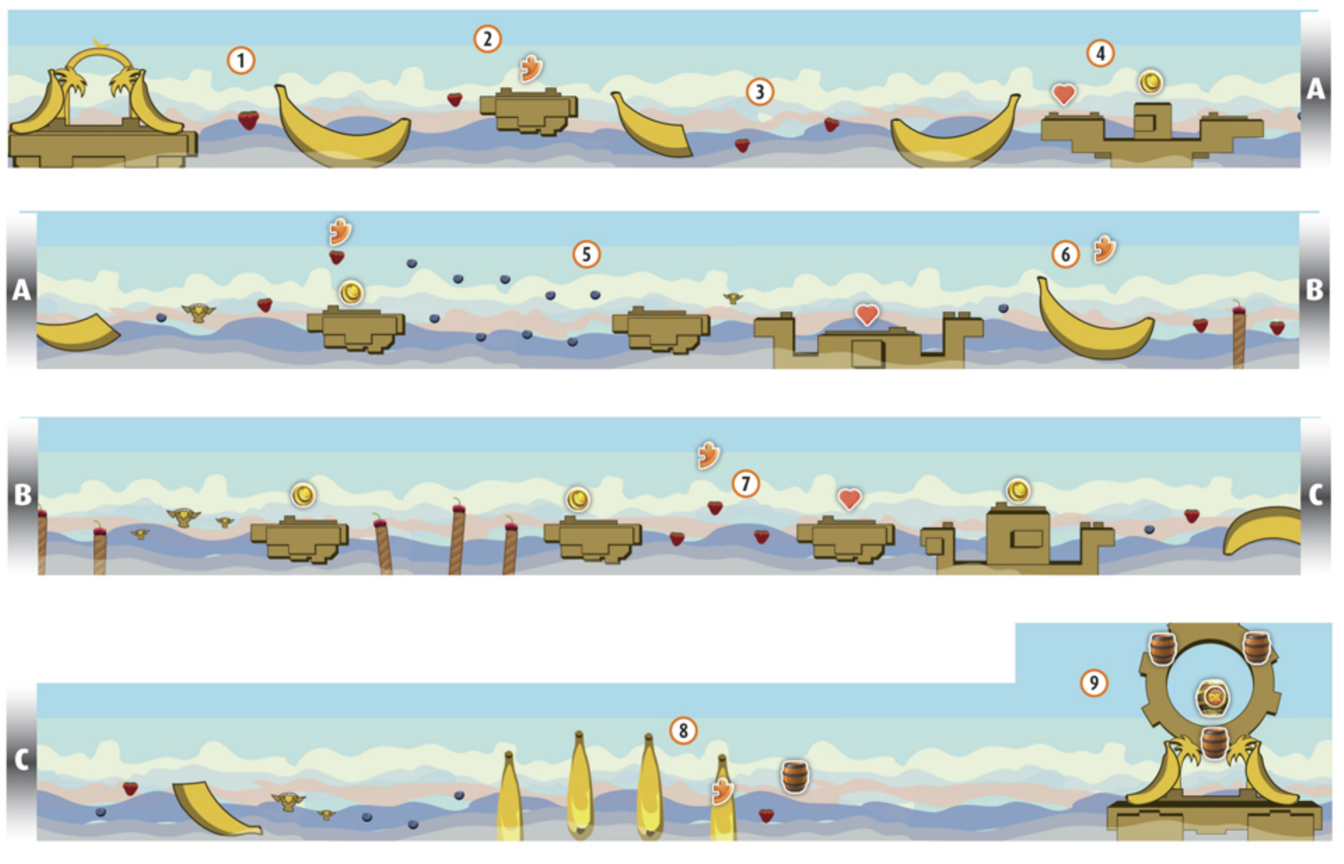
Peanut Popgun (Diddy Kong with Donkey Kong)



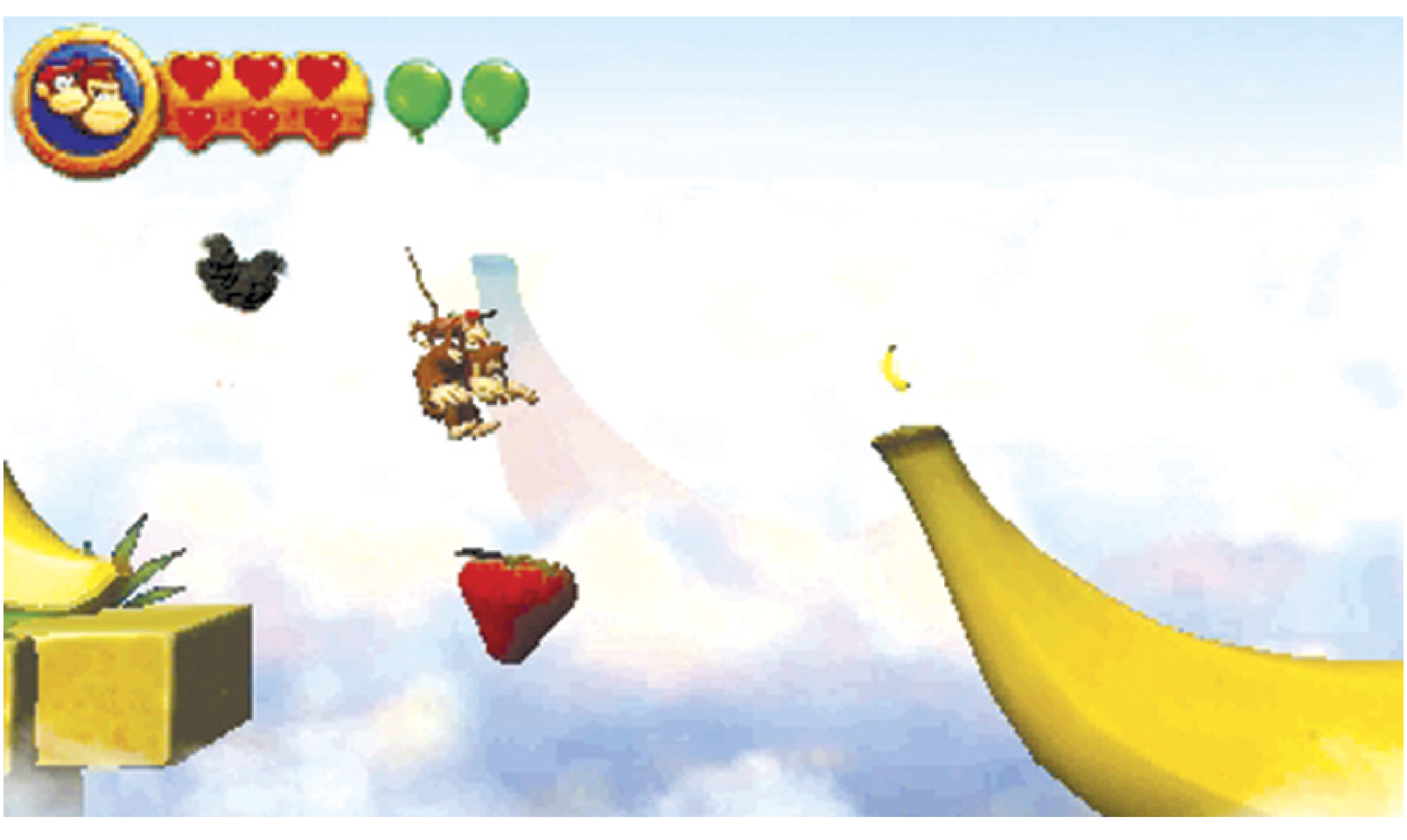
While on Donkey Kong's back, Diddy Kong cannot control his movement. He just goes along for the ride. However, besides giving Donkey Kong some additional abilities, Diddy Kong can still help out by being able to fire his popgun with a press of the roll button. You can even do this while Donkey Kong is moving and jumping and can thus defeat or stun enemies before Donkey Kong even gets to them. Just be sure to communicate with the big ape since he may want to use some of those enemies to jump to a higher position.

World 9

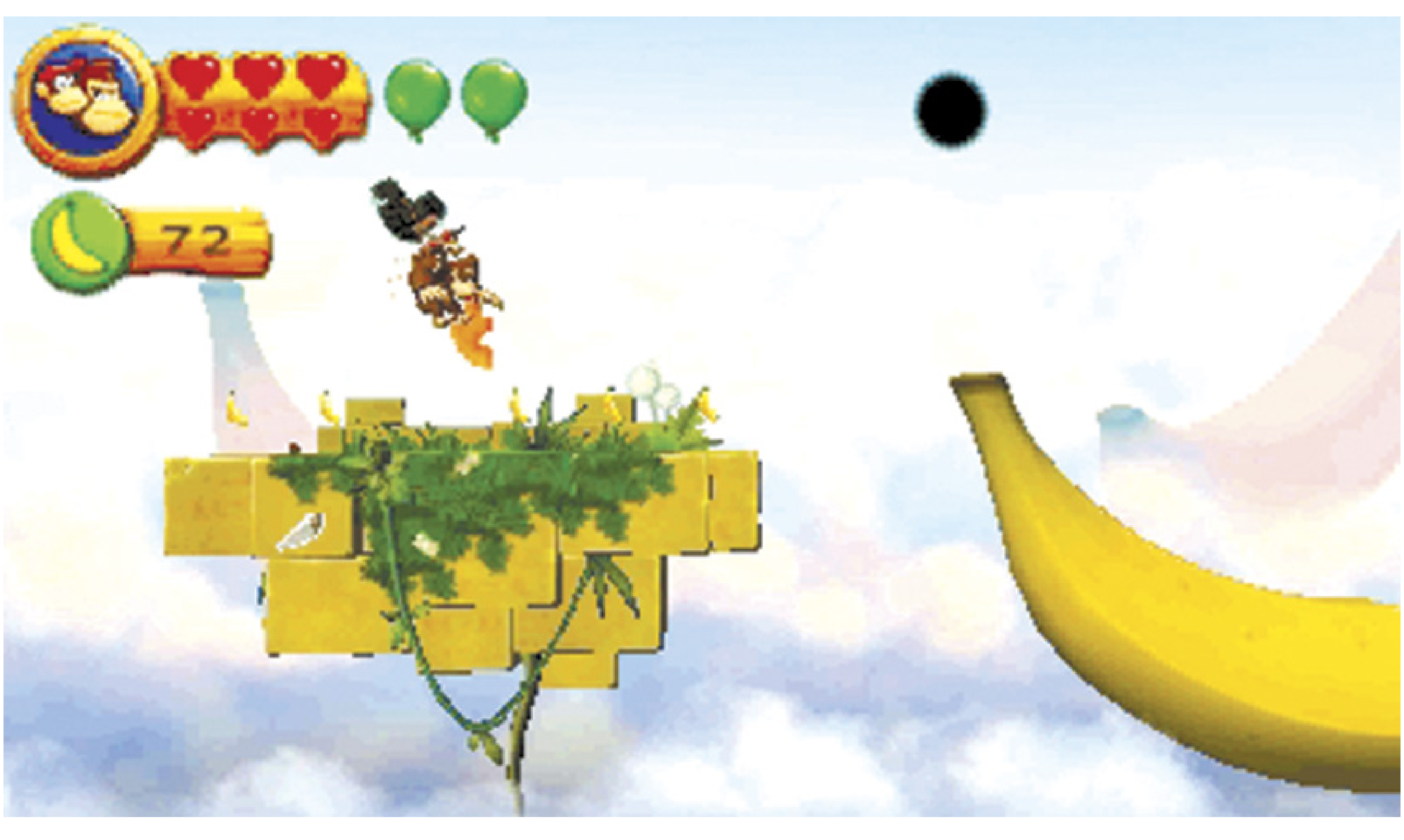
The Golden Temple



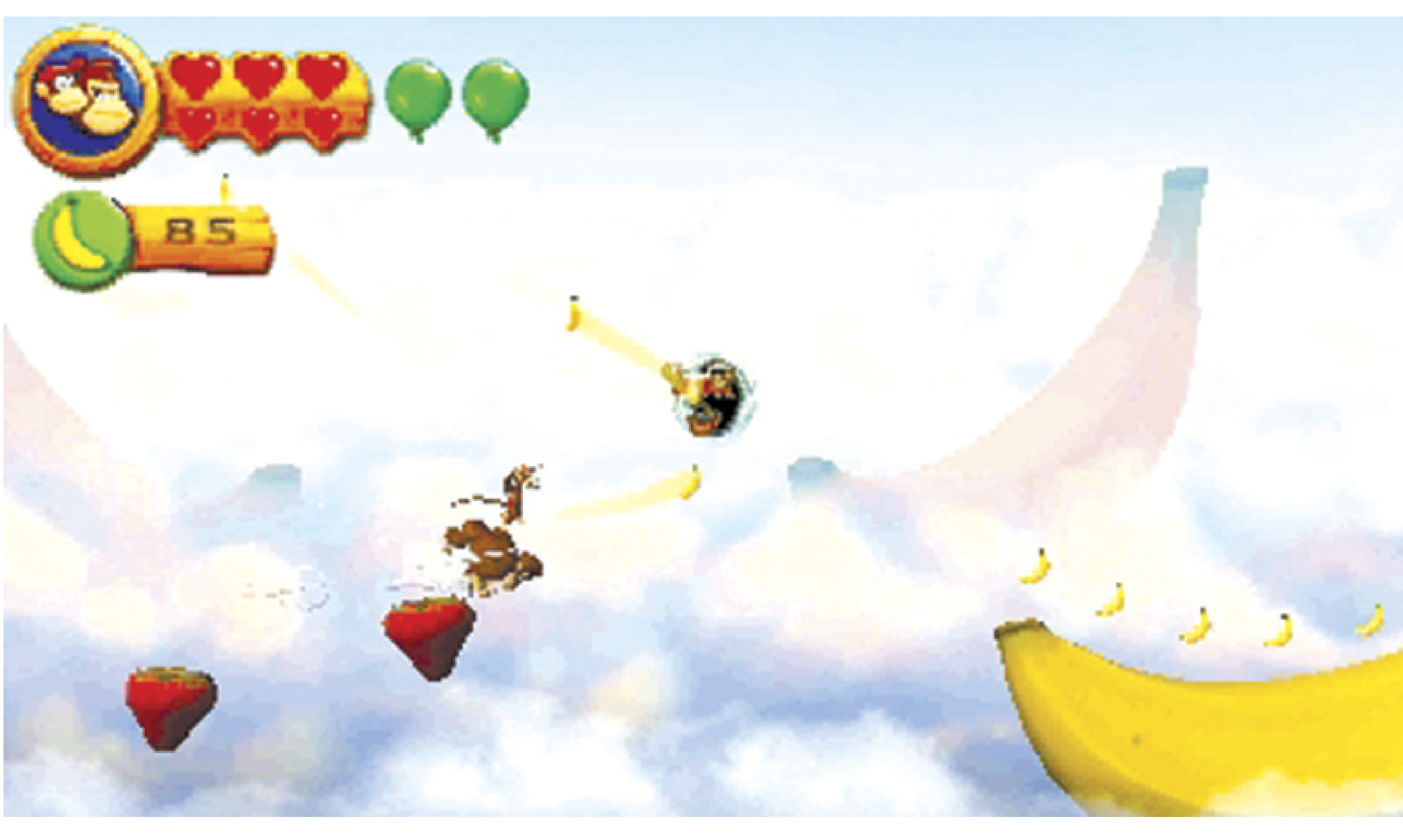
Fans familiar with the Wii version of Donkey Kong Country Returns will remember this nightmarish dreamscape consisting of small pieces of terrain, even smaller platforms, a sky filled with enemies, and the constant threat of falling to your doom.



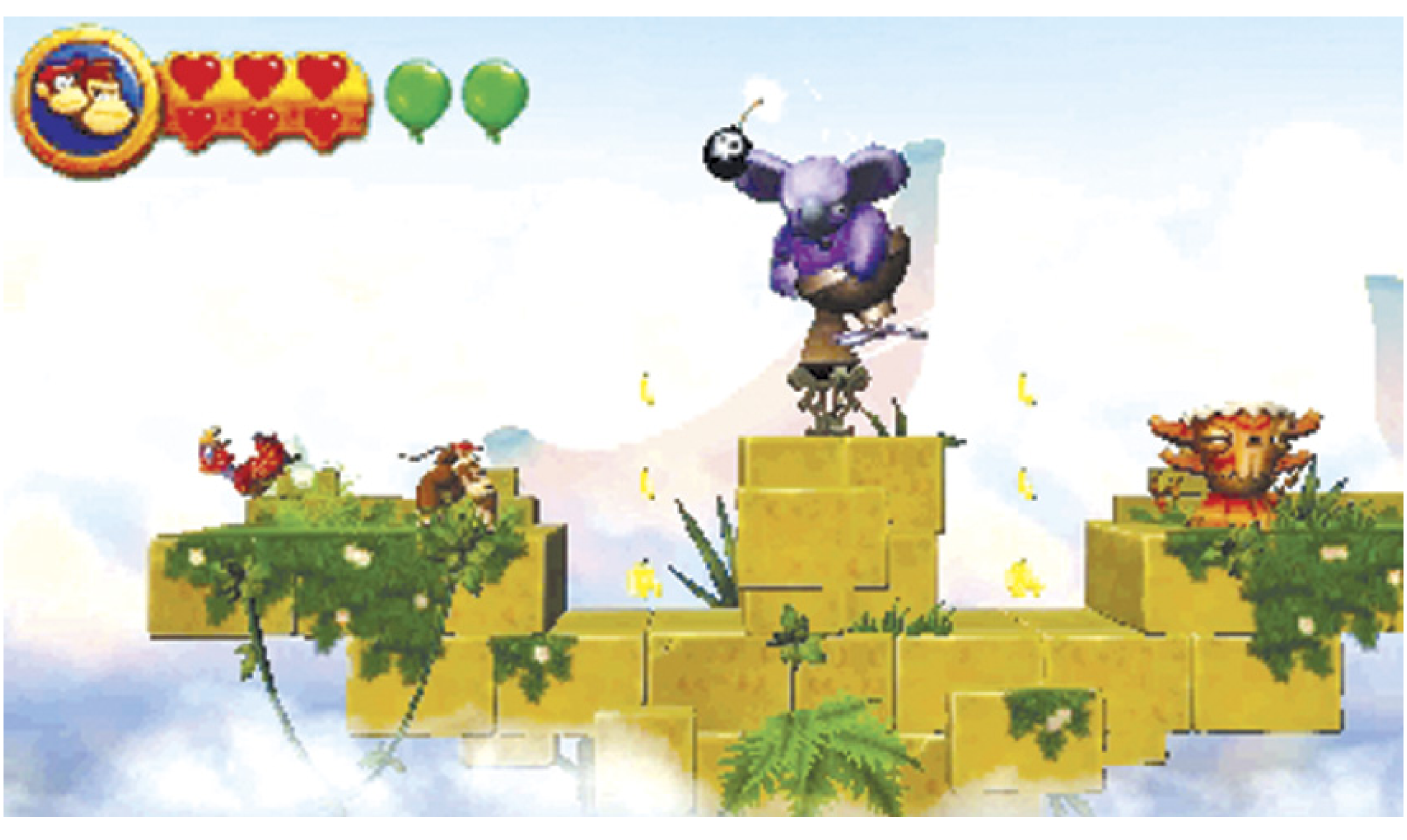
① In this level, you must jump across giant fruit. Strawberries are like blocks while bananas are like platforms. They float up and down in the air, so you have to time some of your jumps.



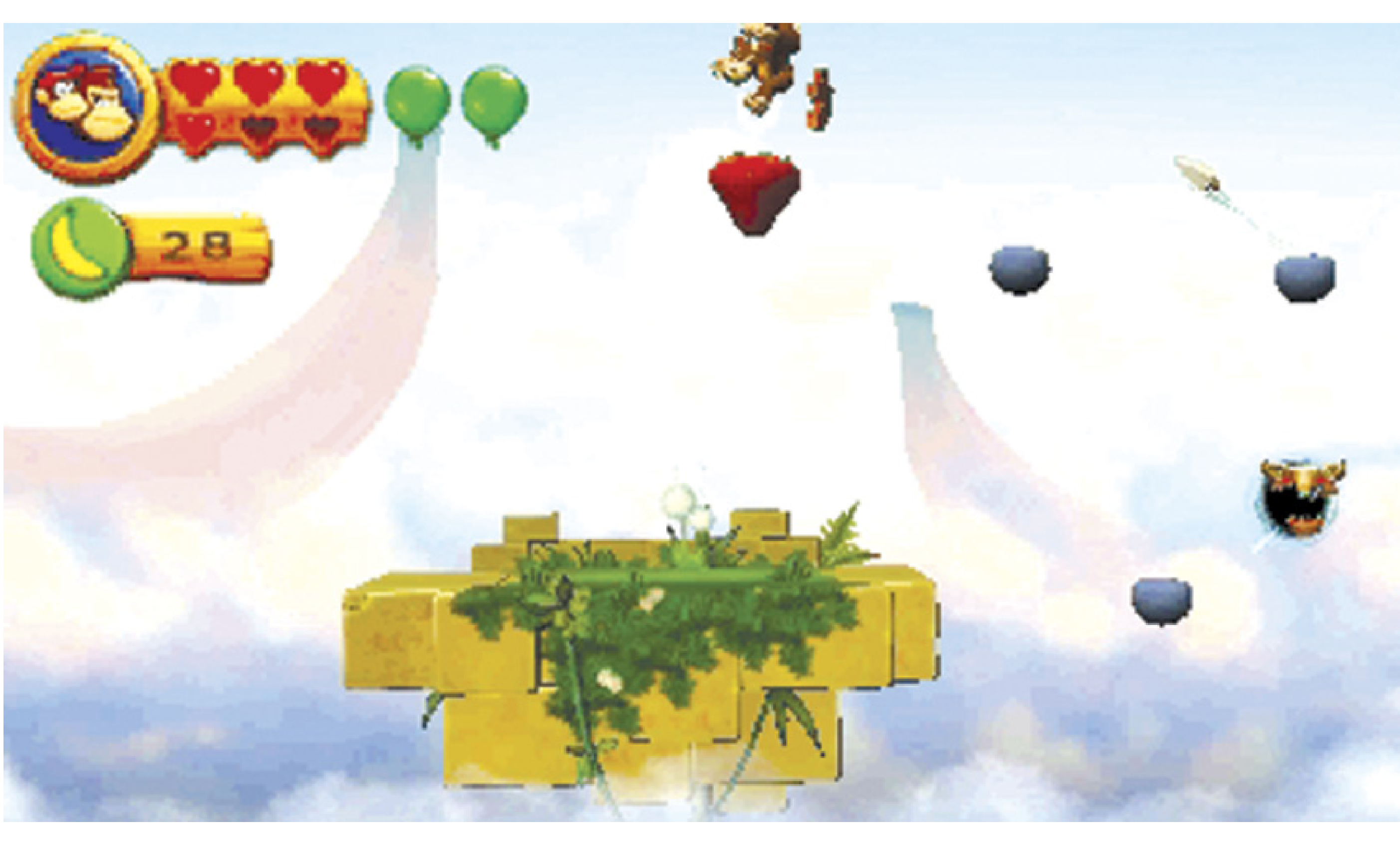
② After defeating the Tiki Doom on this brick platform, pound in the middle to release a Puzzle Piece.



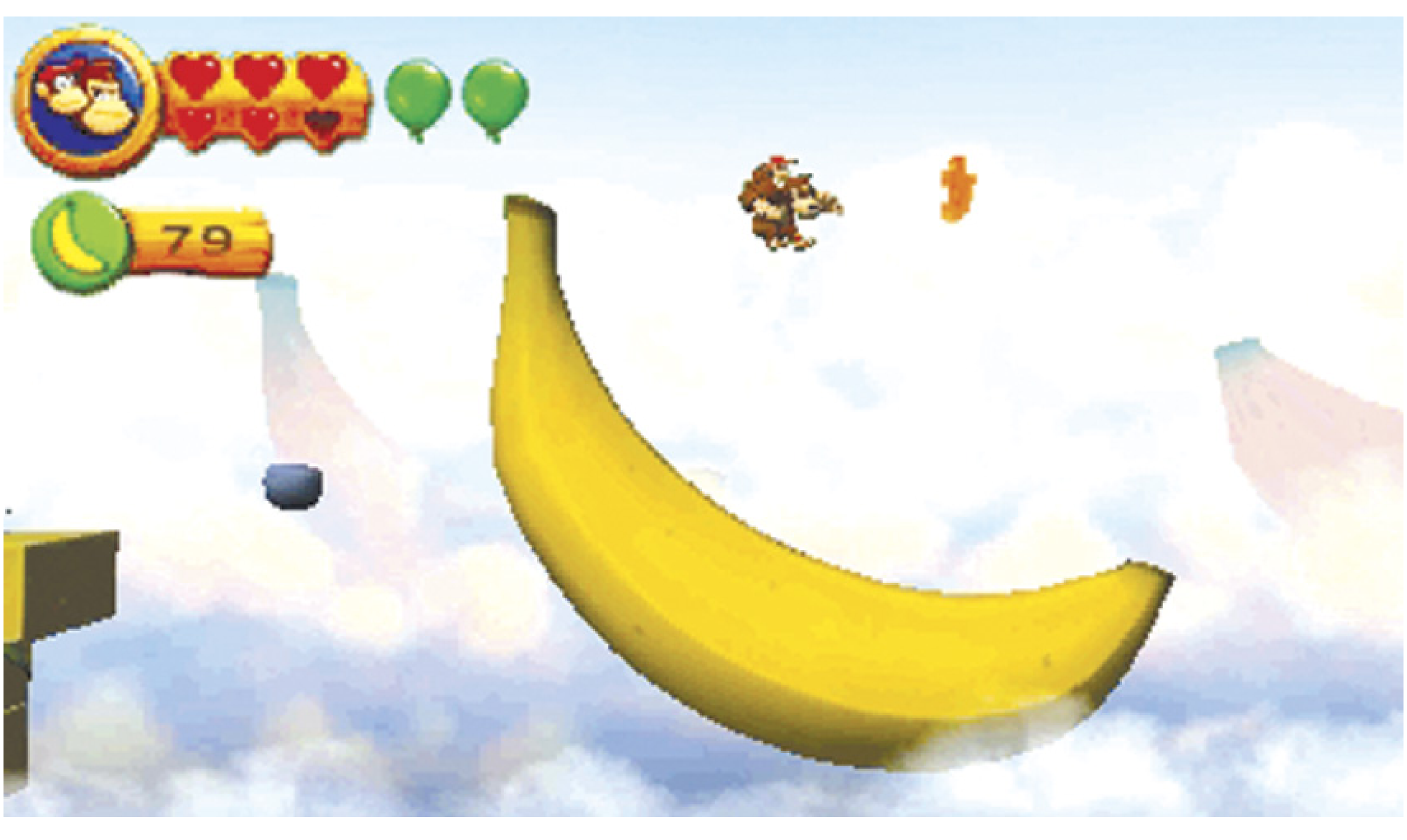
③ Watch out for a Tiki Seeker. It appears in the air to the right and will fire projectiles at you. Look for a dark circle to appear in the air and then get ready to dodge. Tiki Seekers will attack you throughout the level.



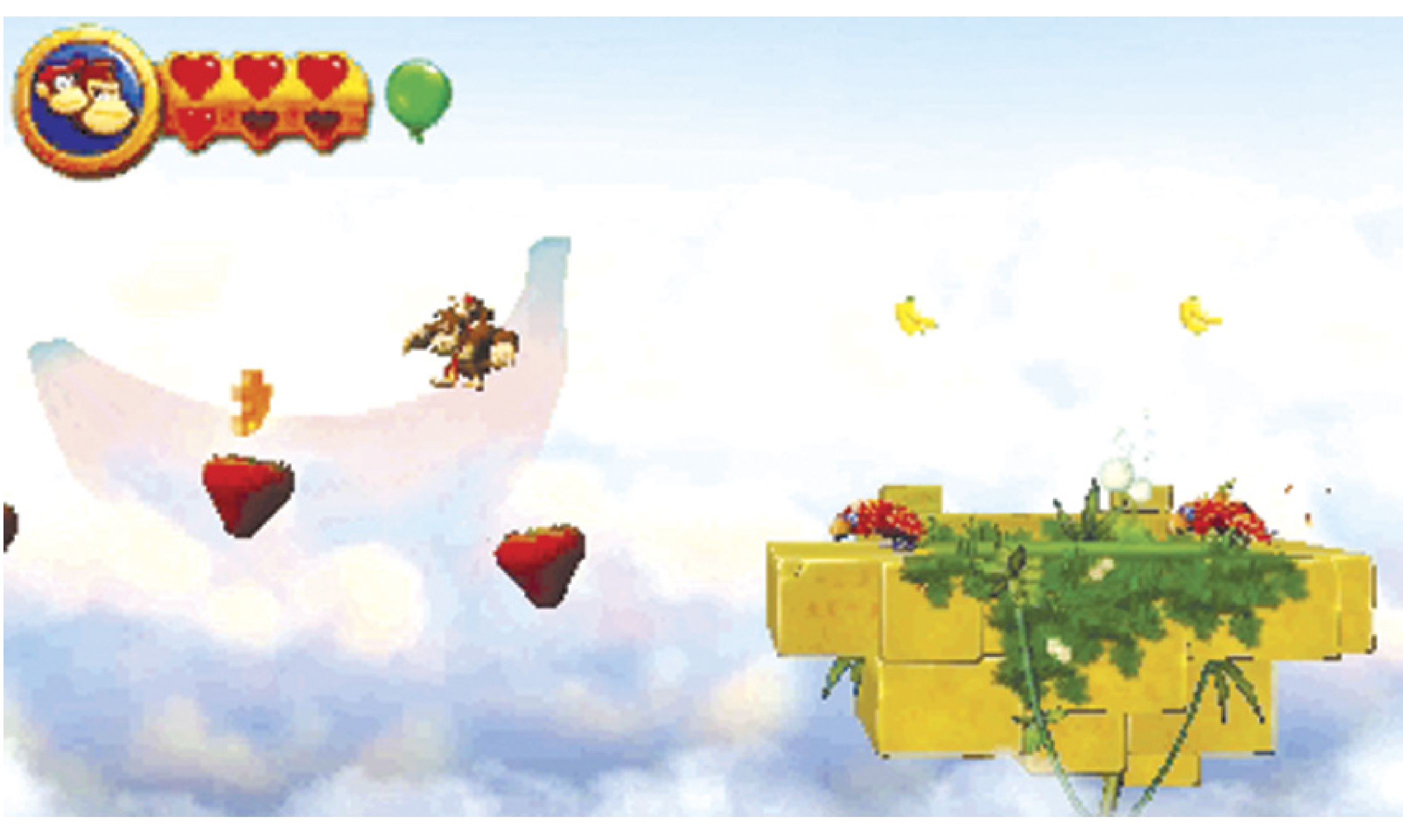
④ As you reach this next brick platform, a Kowalee attacks. This fuzzy creature will throw bombs at you. Pick up one of its bombs and throw it back at the Kowalee to knock it off the platform.



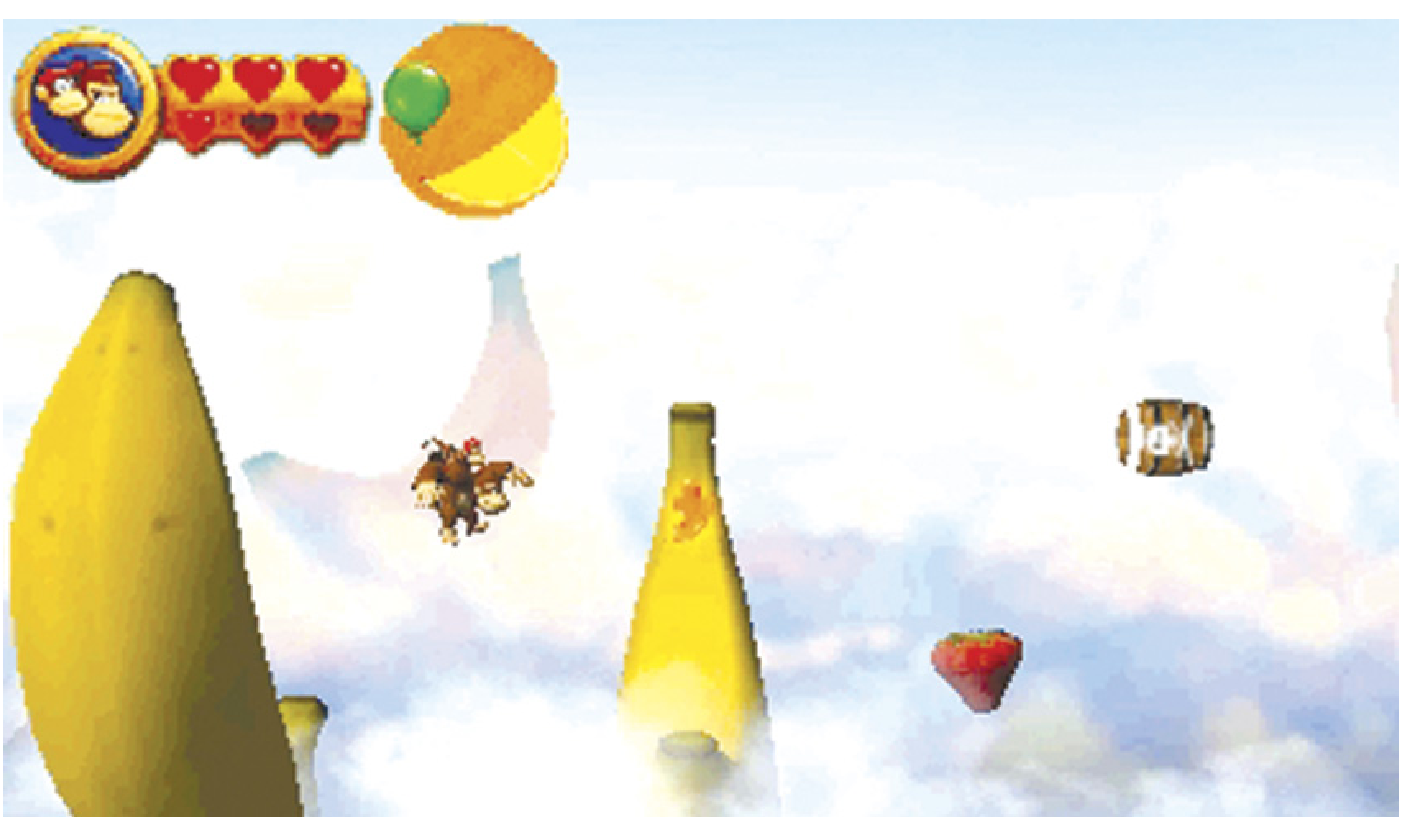
⑤ After jumping across a row of blueberries, you reach a brick platform and then jump your way left across a higher row of blueberries. At the row's end is a strawberry with a Puzzle Piece above it. Get the Puzzle Piece and then head back to the right.



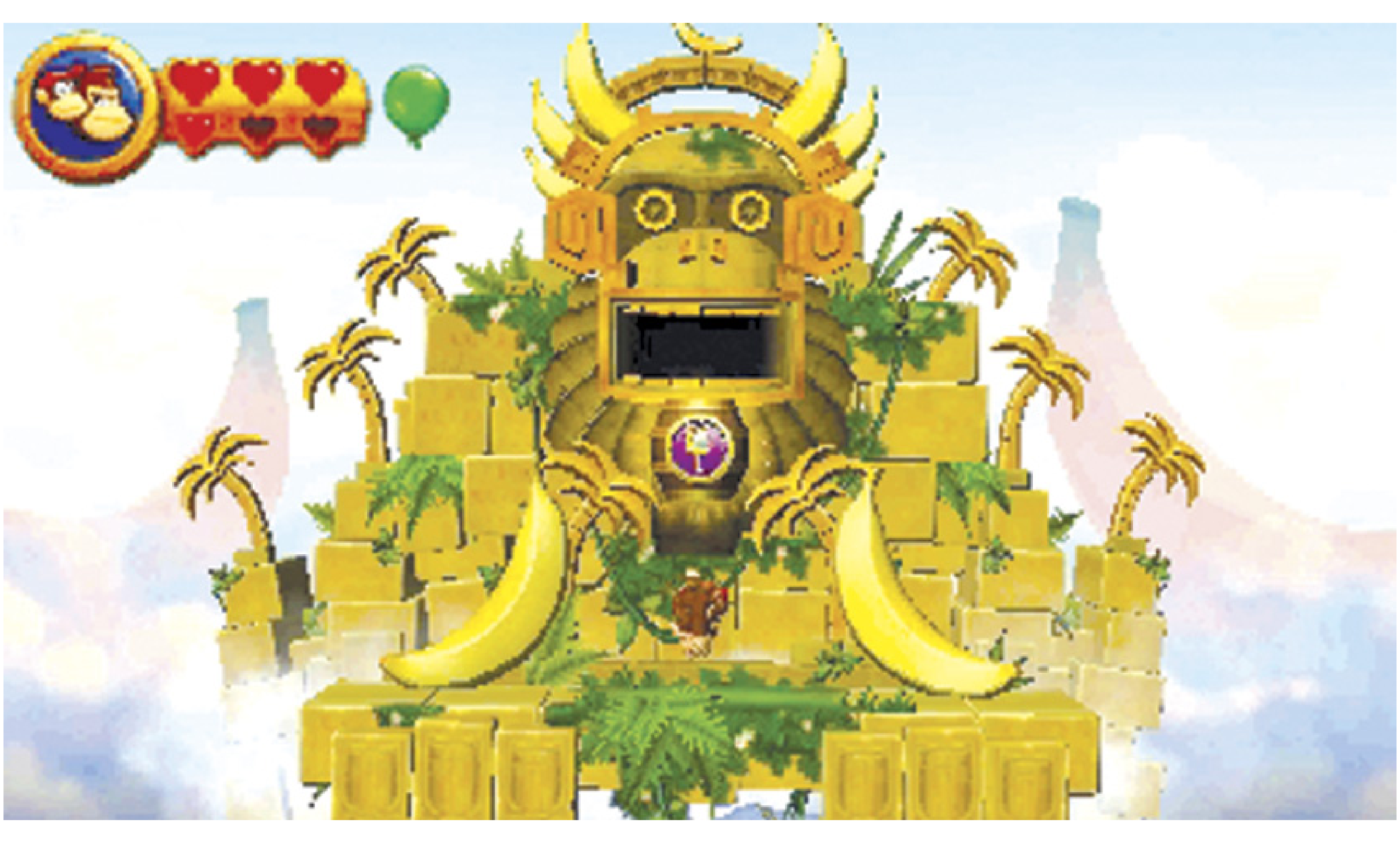
⑥ Collect all of the bananas circling above this banana, and a Puzzle Piece will appear in the air. Jump onto an end of the banana; as it reaches its highest point, jump across and get the Puzzle Piece.



⑦ As you approach these three floating strawberries, bunches of bananas will fall down and land on top of them. Jump across, slowly gathering the bananas as you go. Then jump back to the left and get more bunches as they drop down. Keep collecting bananas on these strawberries until a Puzzle Piece appears. Get it and continue to the right.



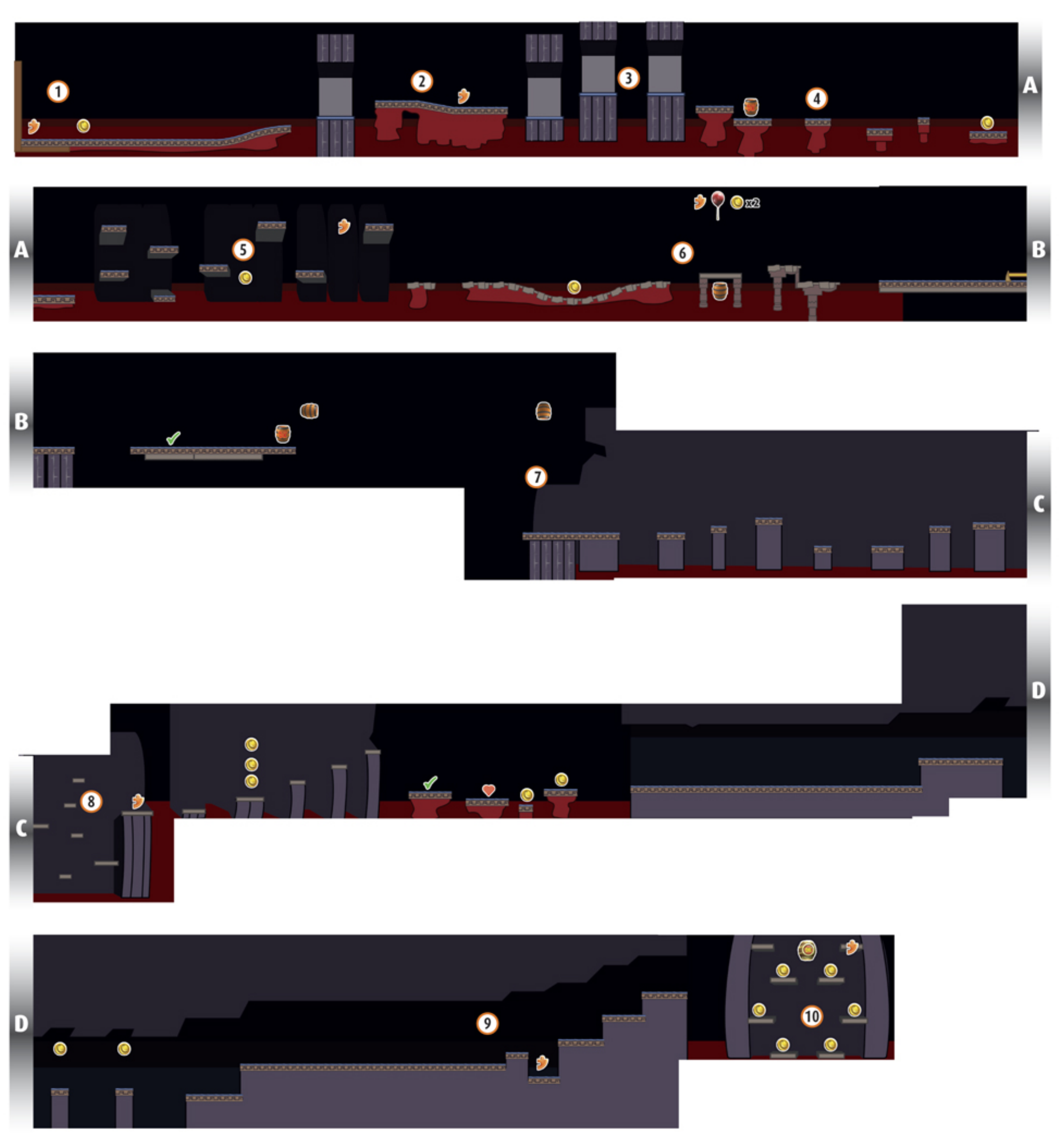
⑧ Near the level's end, watch out for falling oranges. Continue to this area where bananas are rotating. Jump across while they are low, and make your way to the last banana, where you can get the final Puzzle Piece. This can be a tricky little piece to catch, as it rotates along with the banana. You'll have to hold off on jumping to safety pretty close to the last second in order to get the piece.

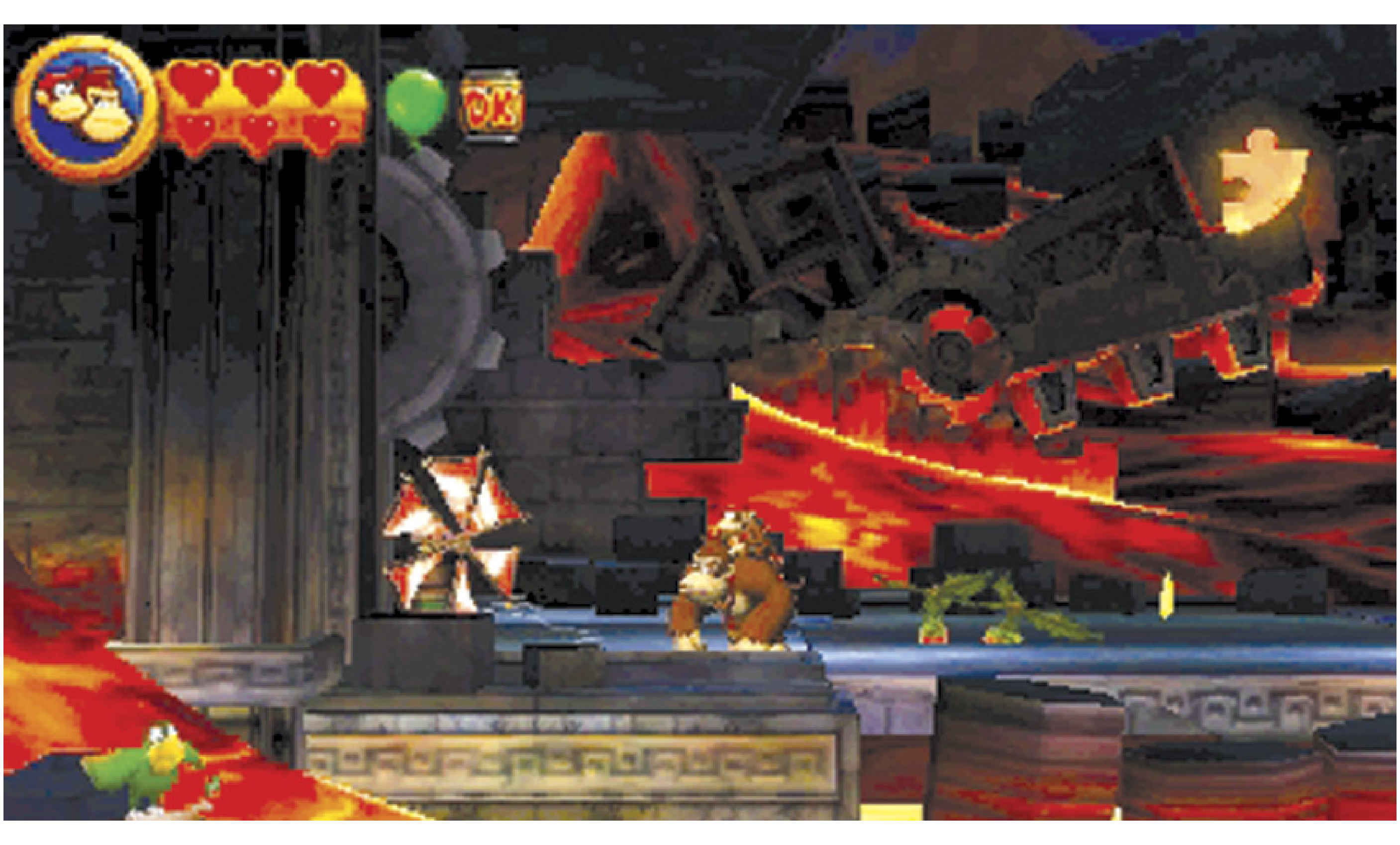


⑨ Continue to the level's end, where you will jump into the final barrel to collect a banana mirror.

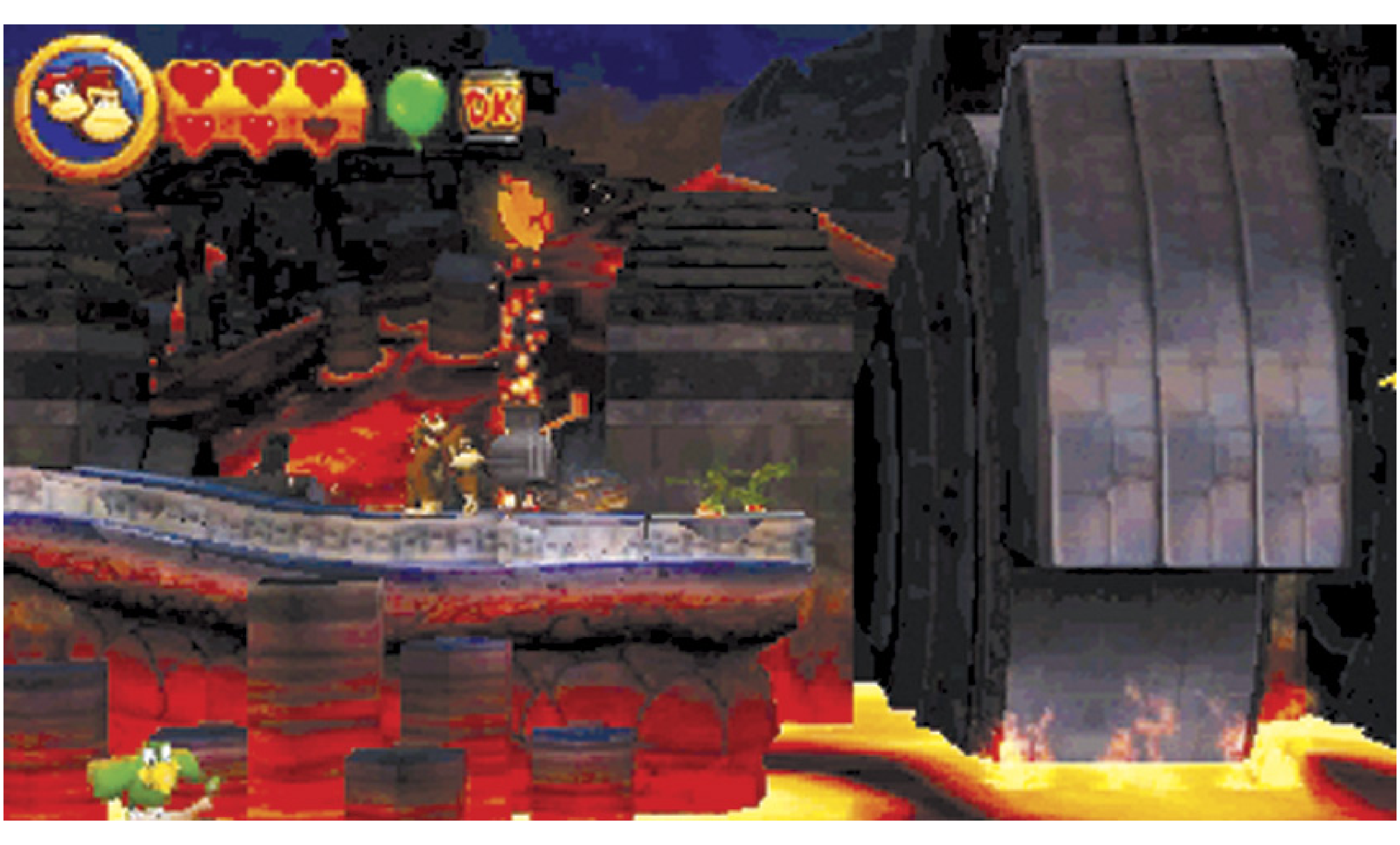
World 9

Lavawheel Volcano

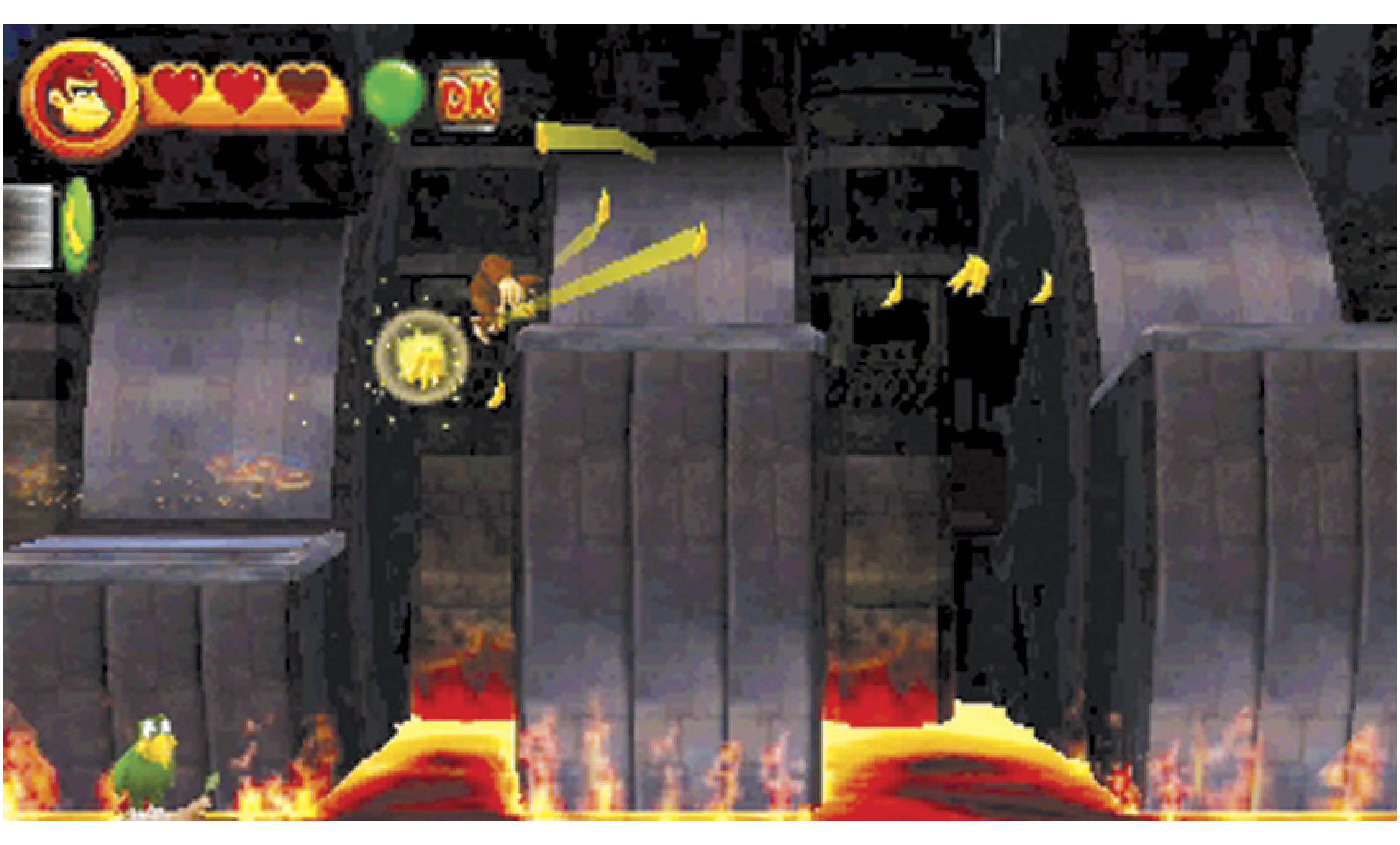




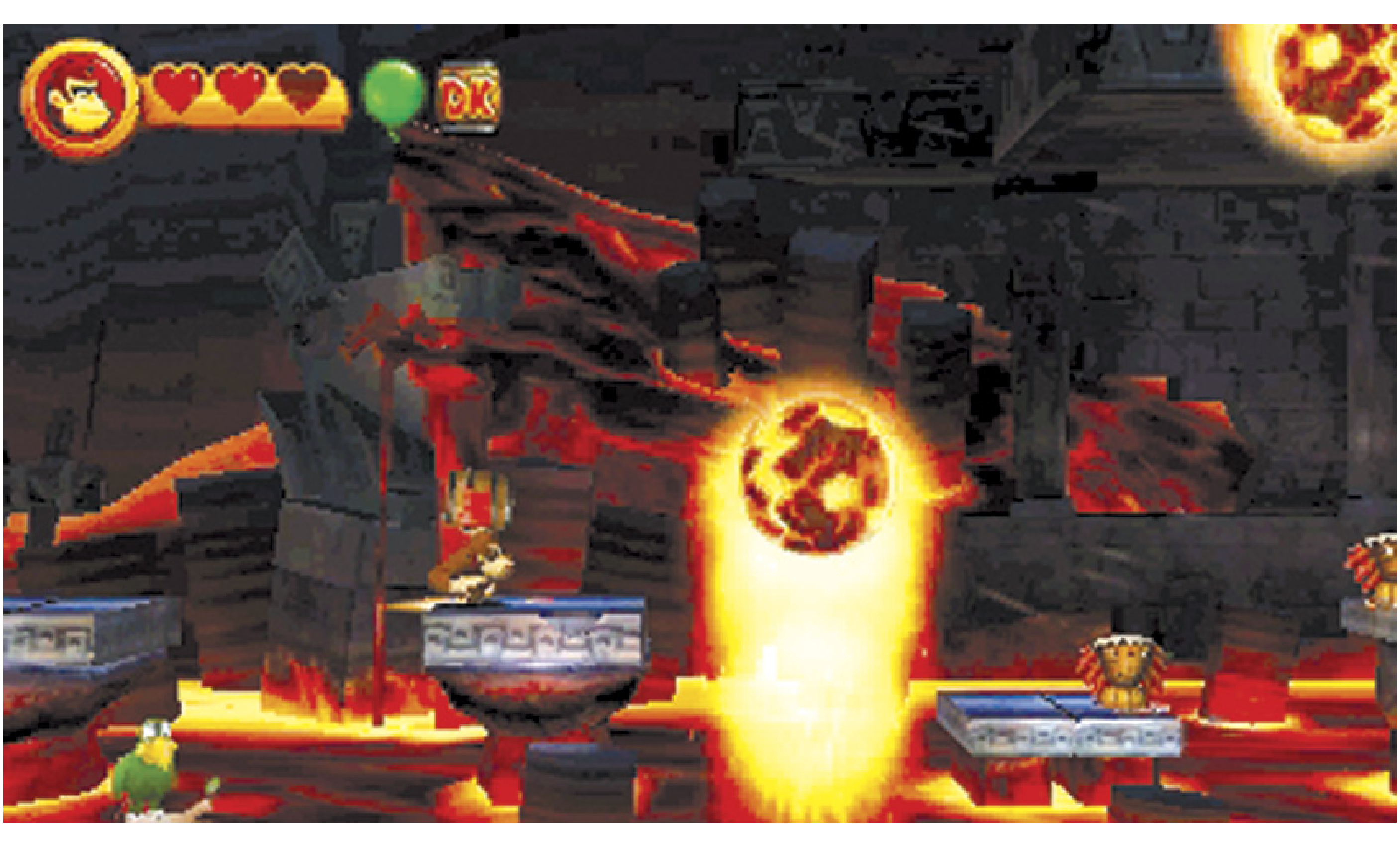
① To the left of where you start, if you move towards the wall you'll reveal a pinwheel. Blow into it to receive a horde of bananas, as well as the first Puzzle Piece.



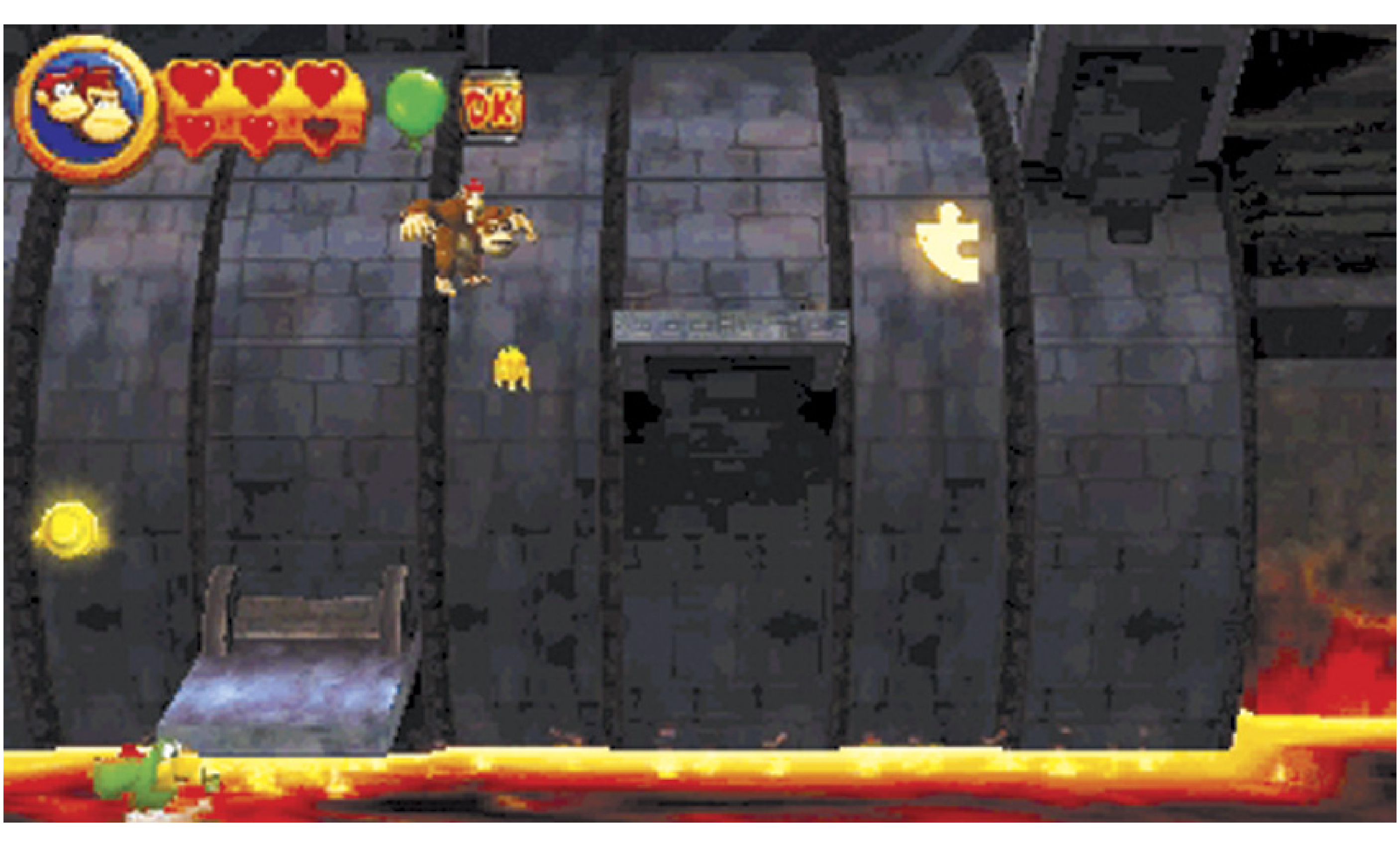
② The second Puzzle Piece can be located by pounding next to a cauldron found just past the first lavawheel.



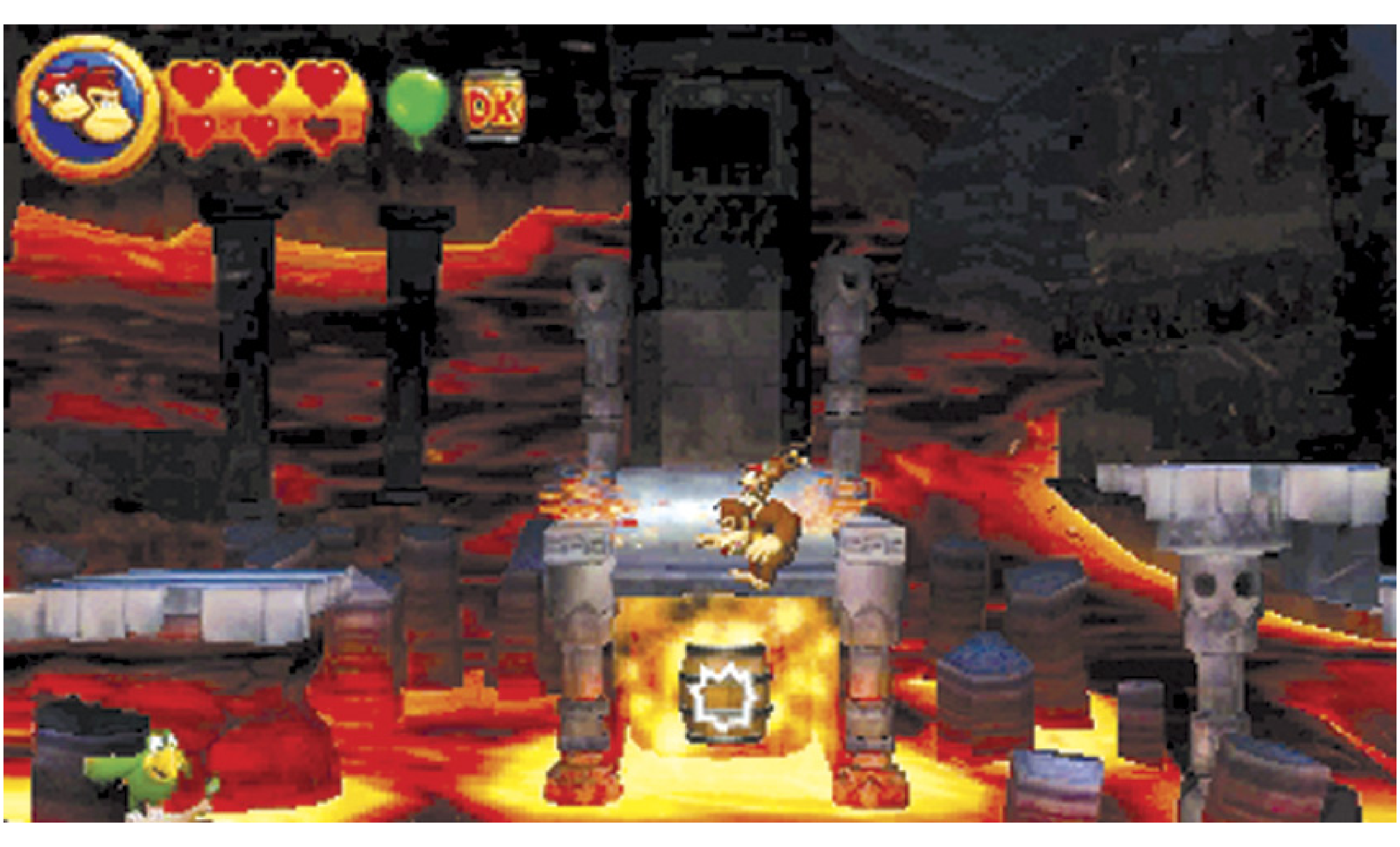
③ Once the lavawheels get moving, they do not stop. Move quickly as you're traversing them to avoid a lava bath.



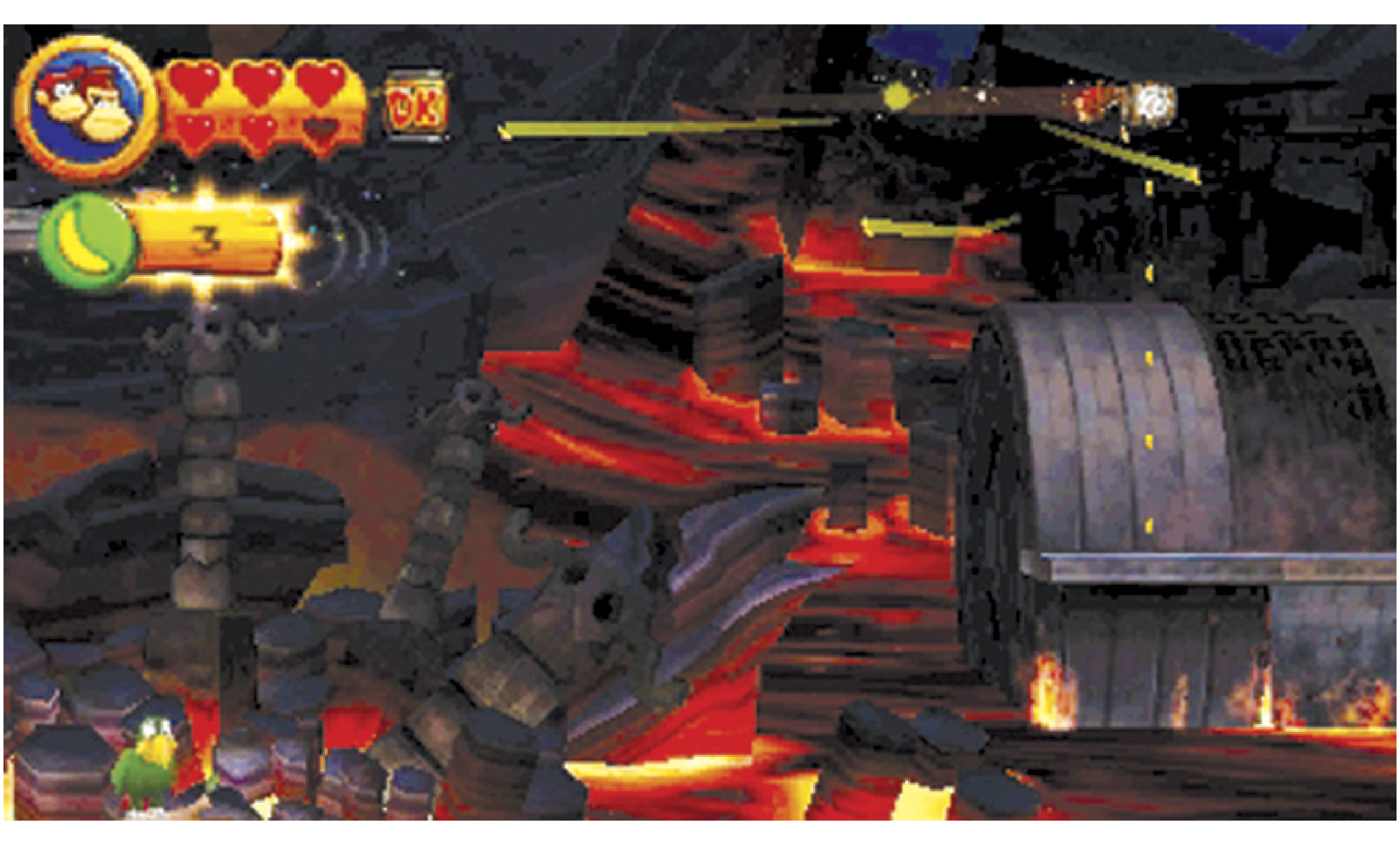
④ Massive spheres of lava make a return to this level at this point. Remember, even touching the flaming wakes they leave behind is bad news, so make sure the path is clear before you move on.



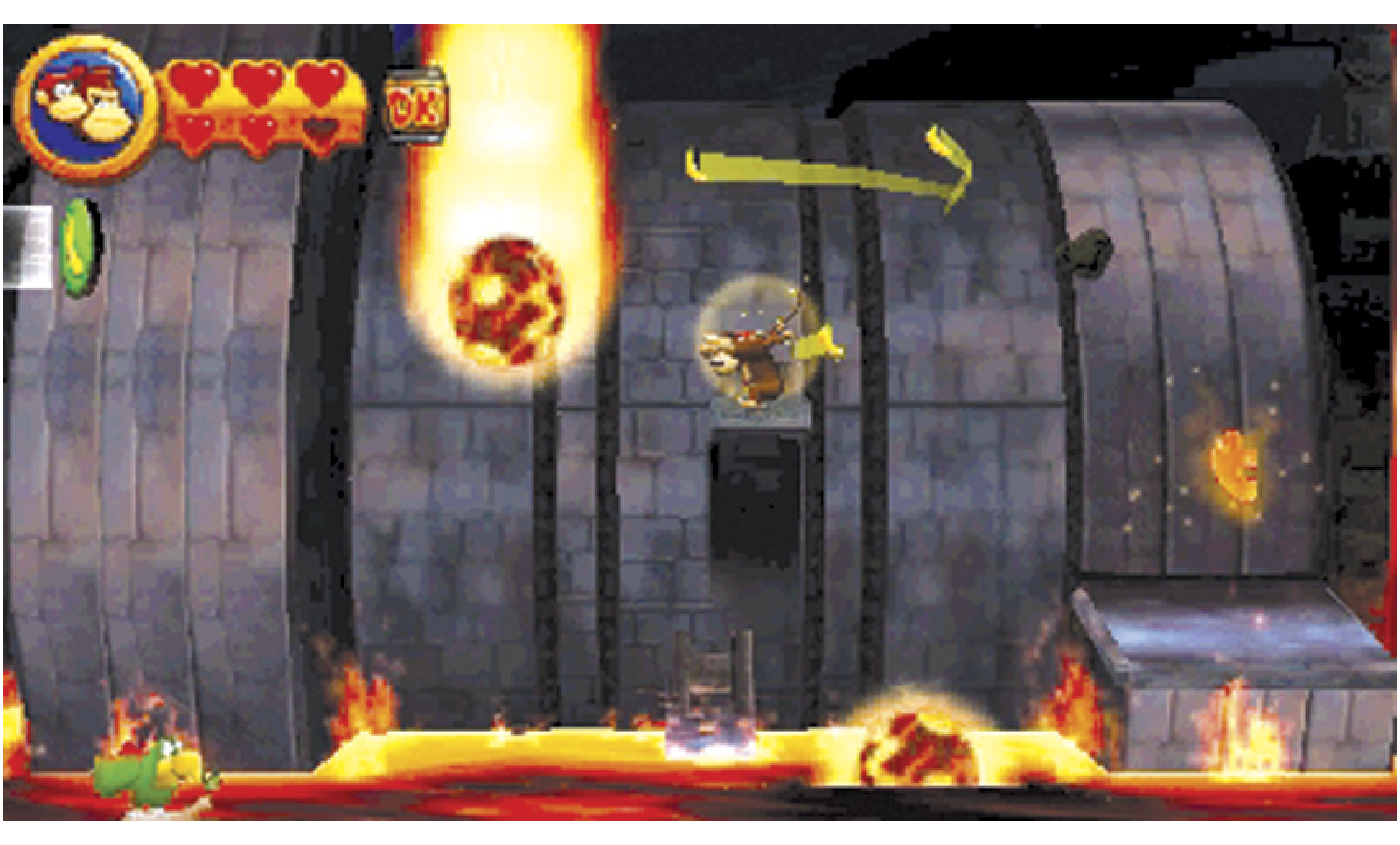
⑤ Puzzle Piece three is found hovering next to a large lavawheel, but the platforms you need to use to reach it are spaced far apart and move quickly towards the lava. If you miss it on your first pass, there's not an easy way to make another attempt at it.



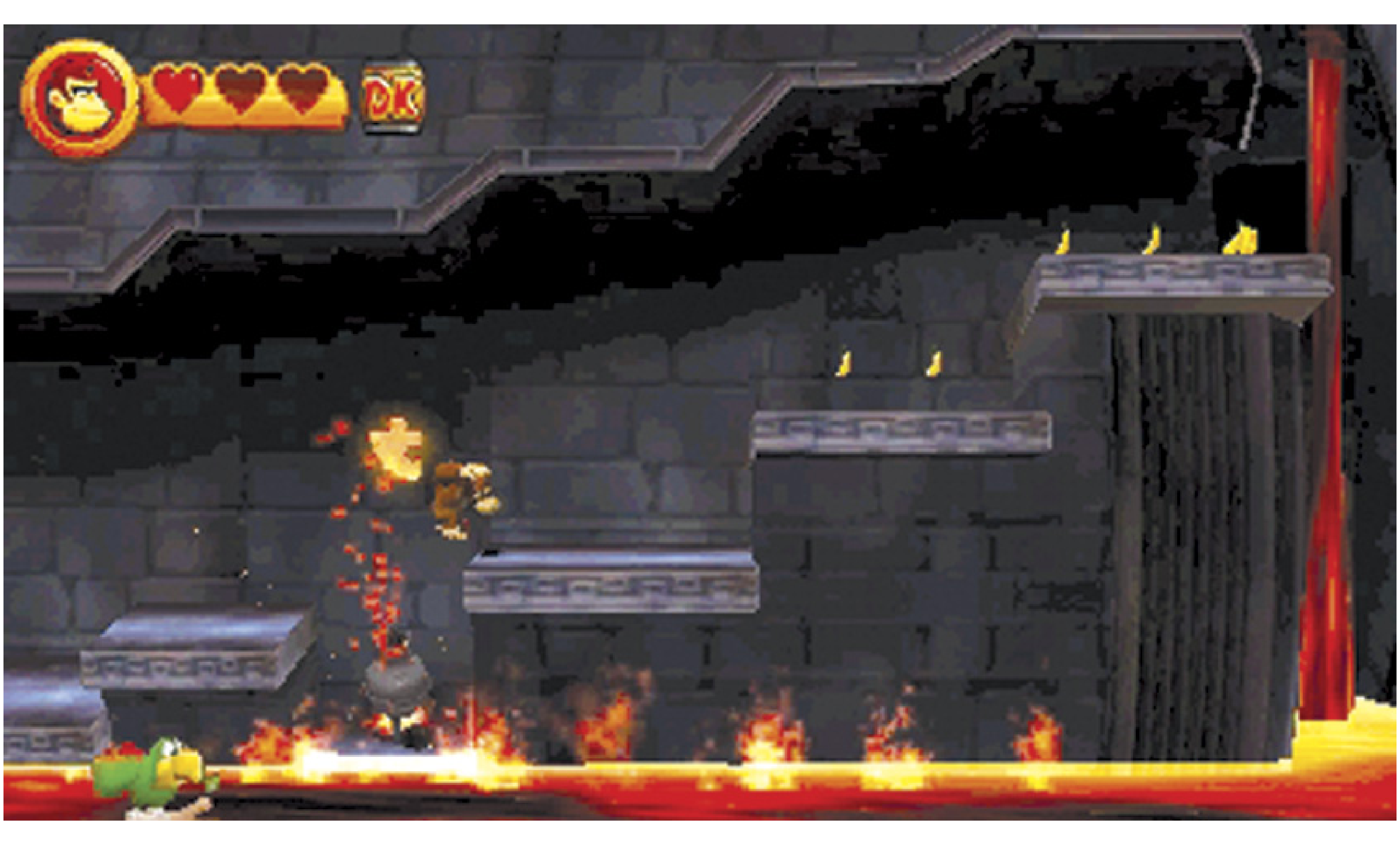
⑥ Just past a Tiki Doom is a platform that you can pound your way through to reach a barrel that blasts you to a bonus chamber. Puzzle Piece four is found here.



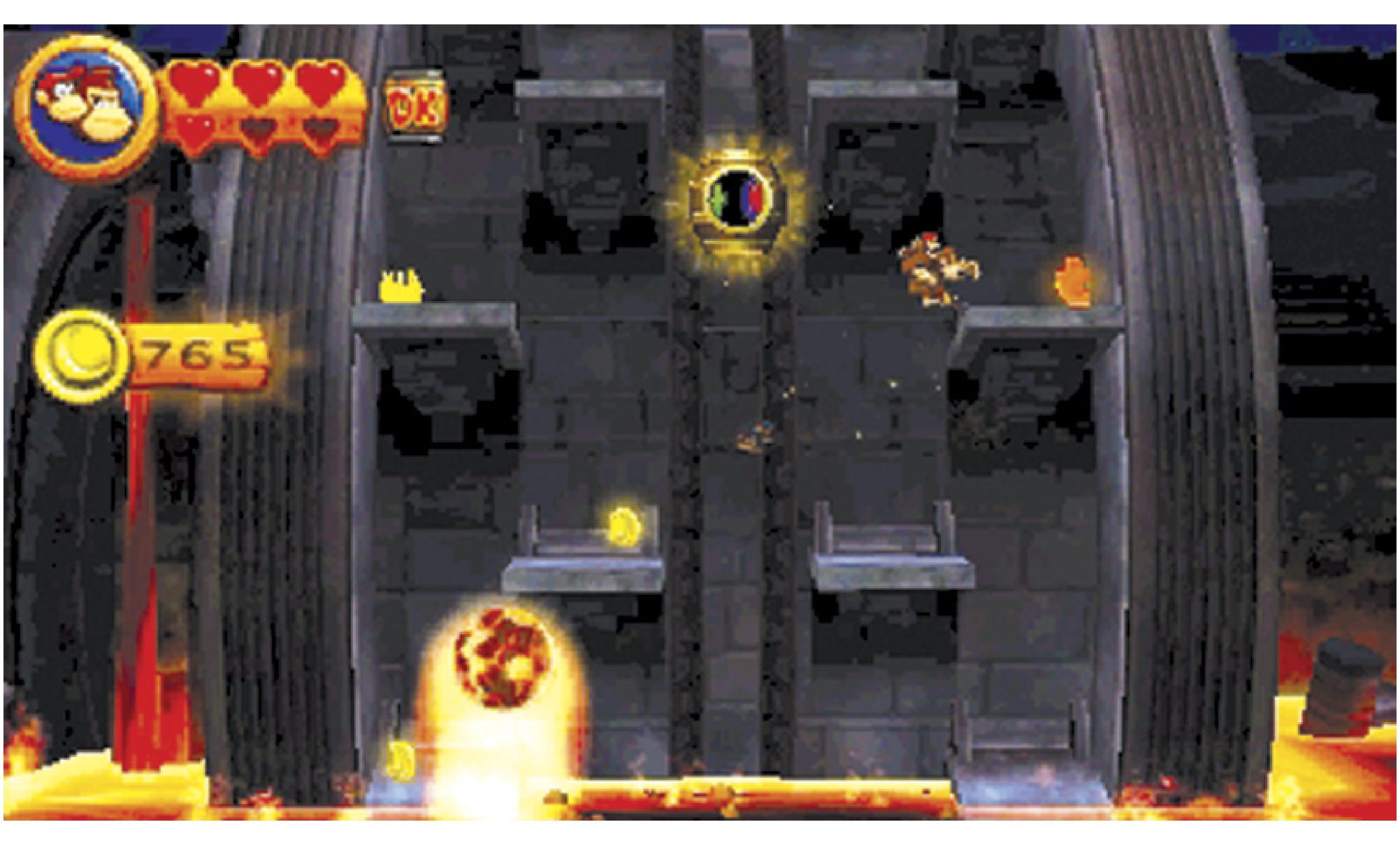
⑦ After the checkpoint, you'll eventually come across a cannon that blasts you towards a large lavawheel. Once it gets moving you cannot afford to slow down for very long, as the safe platforms quickly lower towards the lava.



⑧ After the first lavawheel gauntlet in this section, you have to hop up a series of small platforms, collecting the bananas that appear. Manage to collect them all, including the final bunch, and you'll reveal the fifth Puzzle Piece just above the ledge you need to use to get to the next lavawheel.



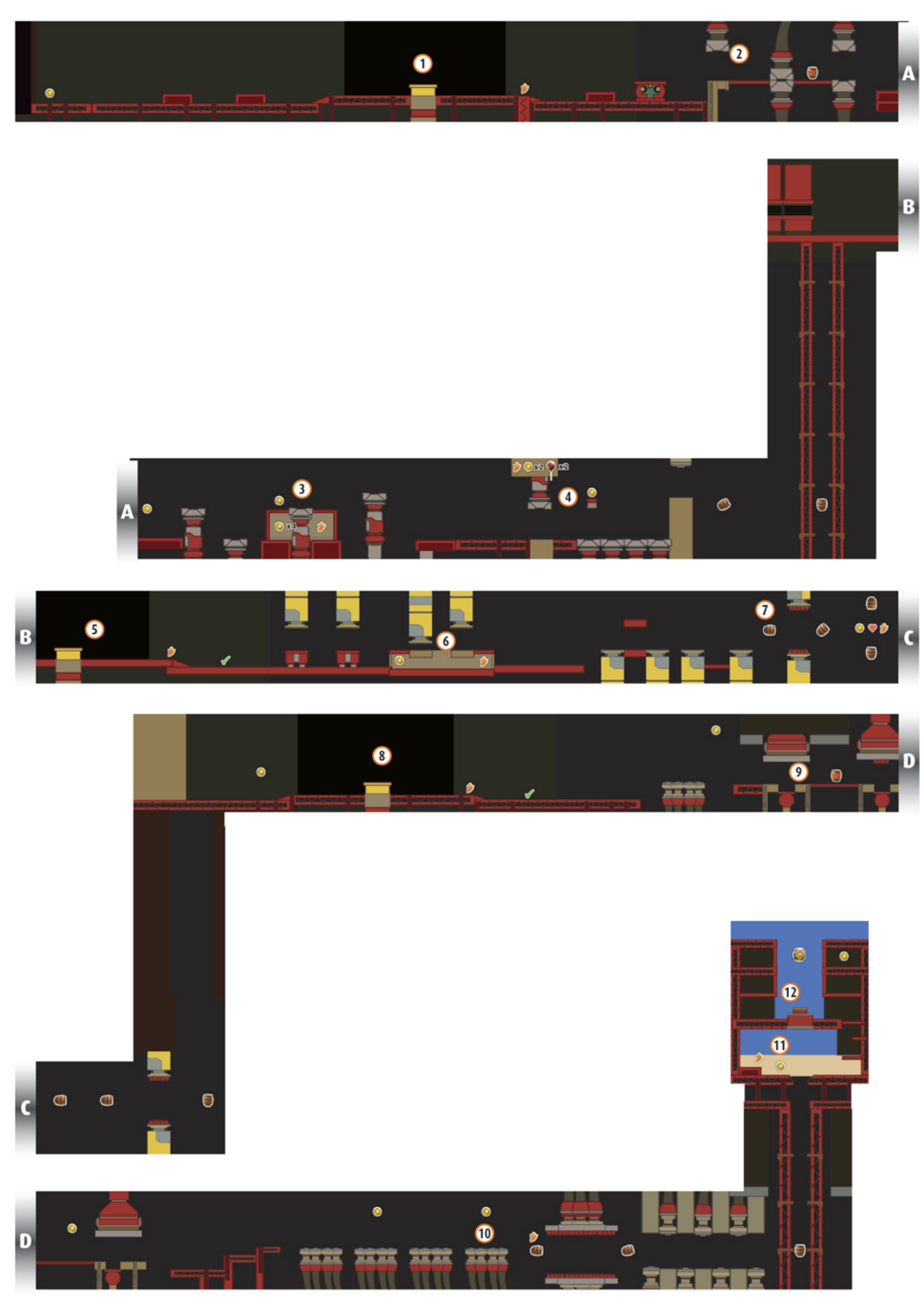
⑨ The sixth Puzzle Piece requires even more speed out of you, as the paths here stay at the same level for quite some time before you can reach a slightly safer place above the lava as you're being lowered towards it. Having Diddy makes it easier, but it's possible to reach the cauldron you need to pound on this lavawheel with Donkey Kong alone if you're good about using roll-jumps.

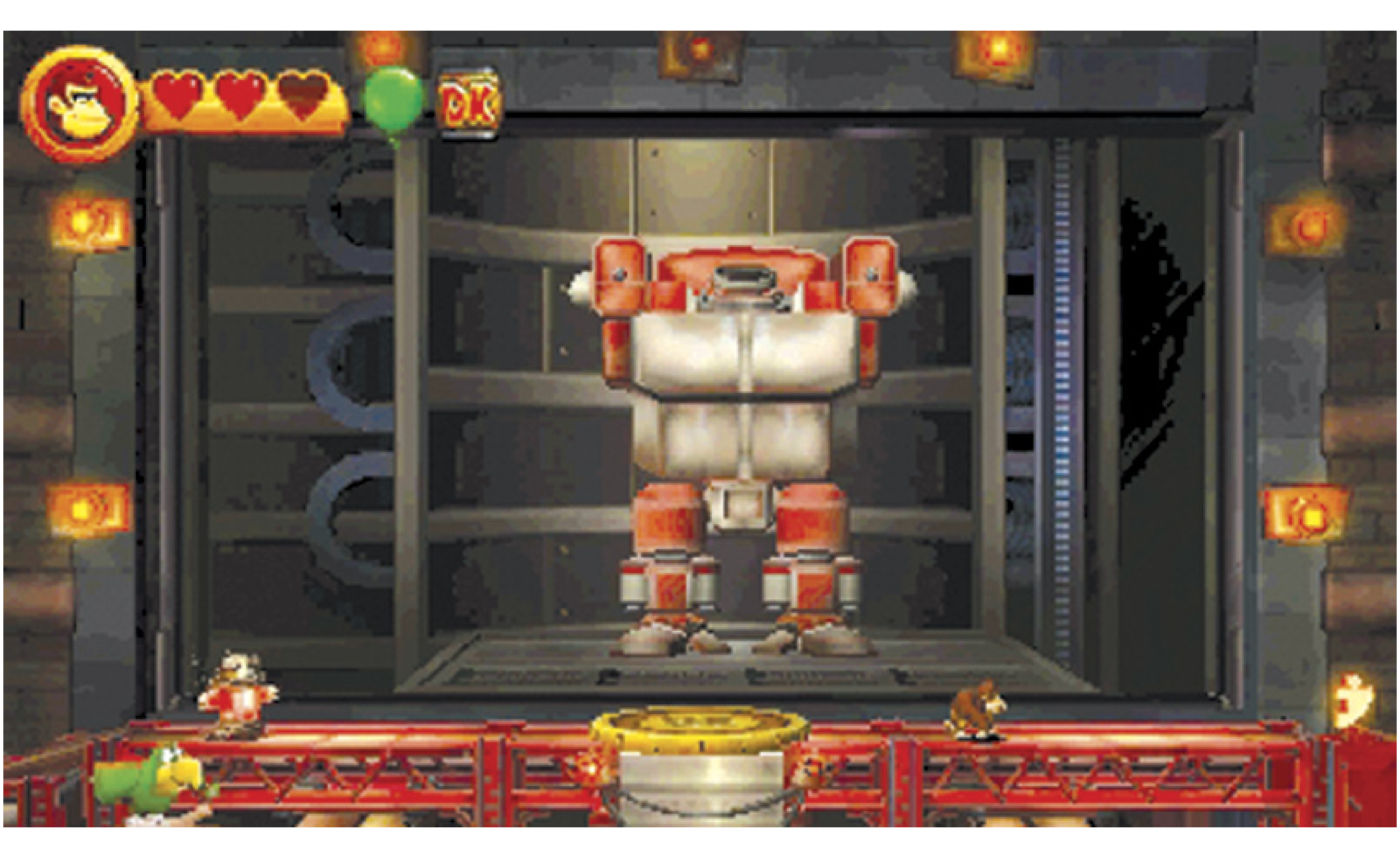


⑩ The last Puzzle Piece is incredibly easy to miss. It's right next to the Slot-Machine Barrel, which is tempting to reach for and easy to hit by accident. You have to survive on this final lavawheel until the piece lowers into view on a platform to the right of the Slot-Machine Barrel.

World 9

Robo Factory

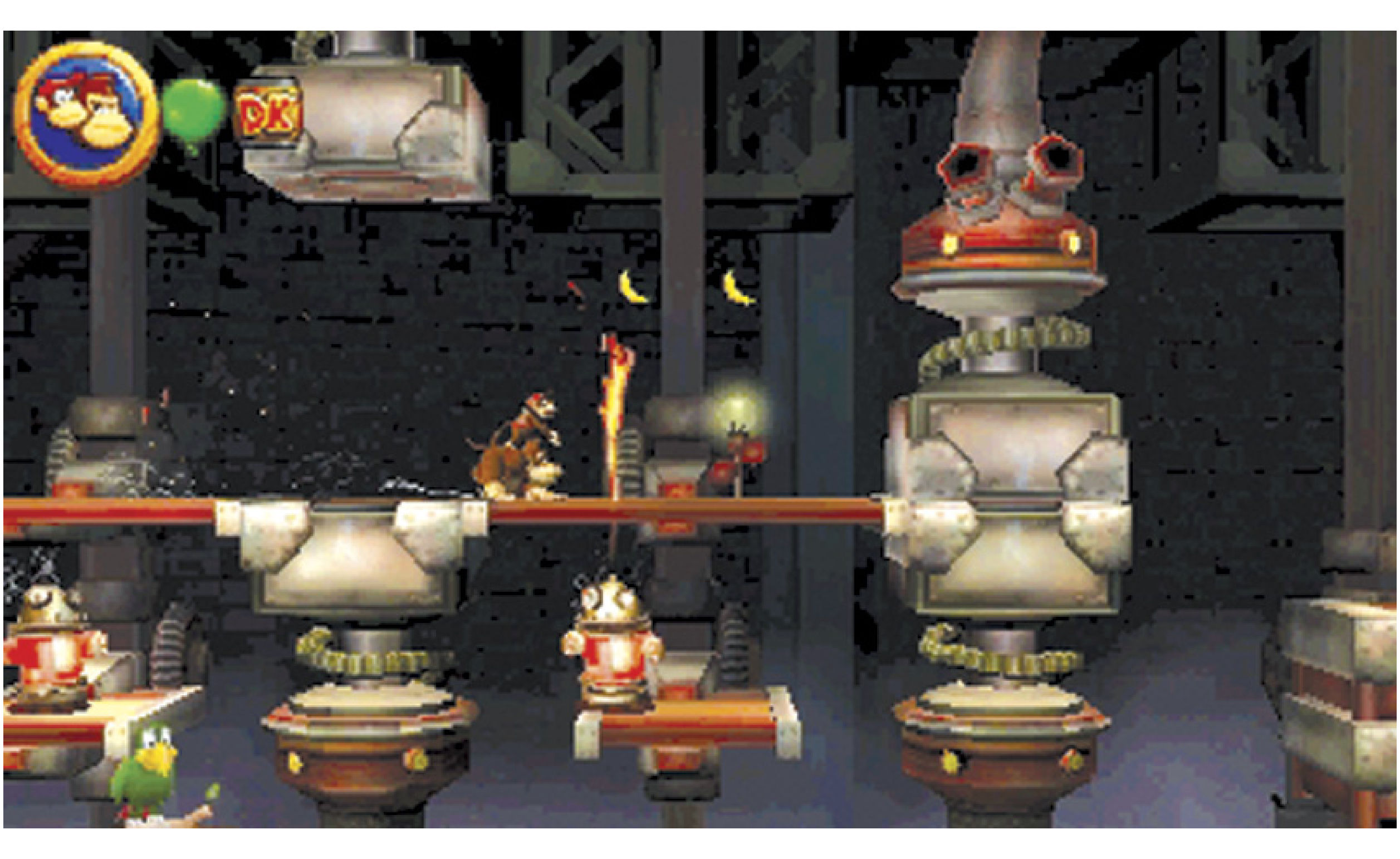




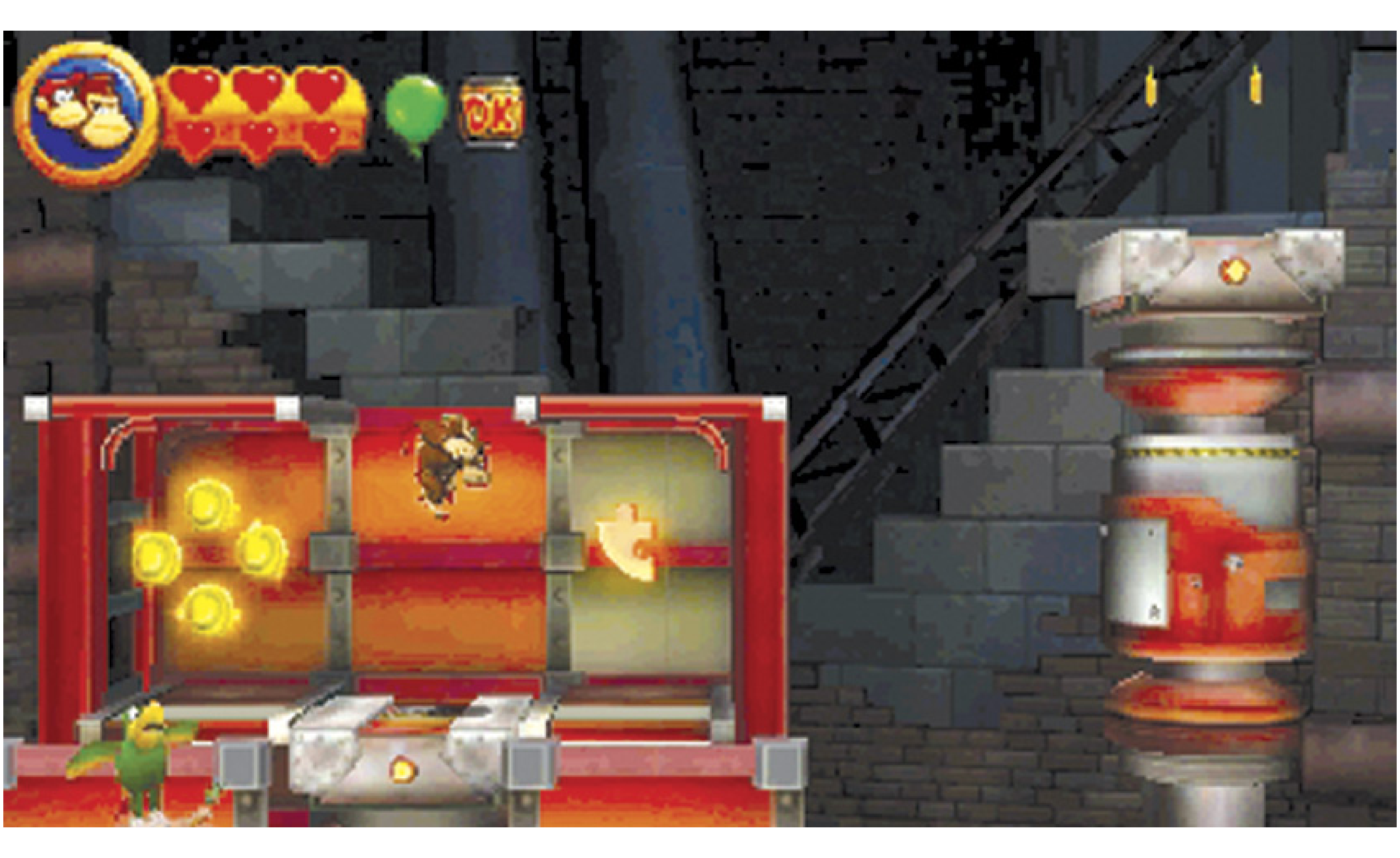
① The first Puzzle Piece is quite easy to locate. Continue forward through the enemies after the level begins until you reach the DK button. Pound it into the ground to lower the door, and the first of the Puzzle Pieces will appear where the door once stood. Only eight more to go!

Tip

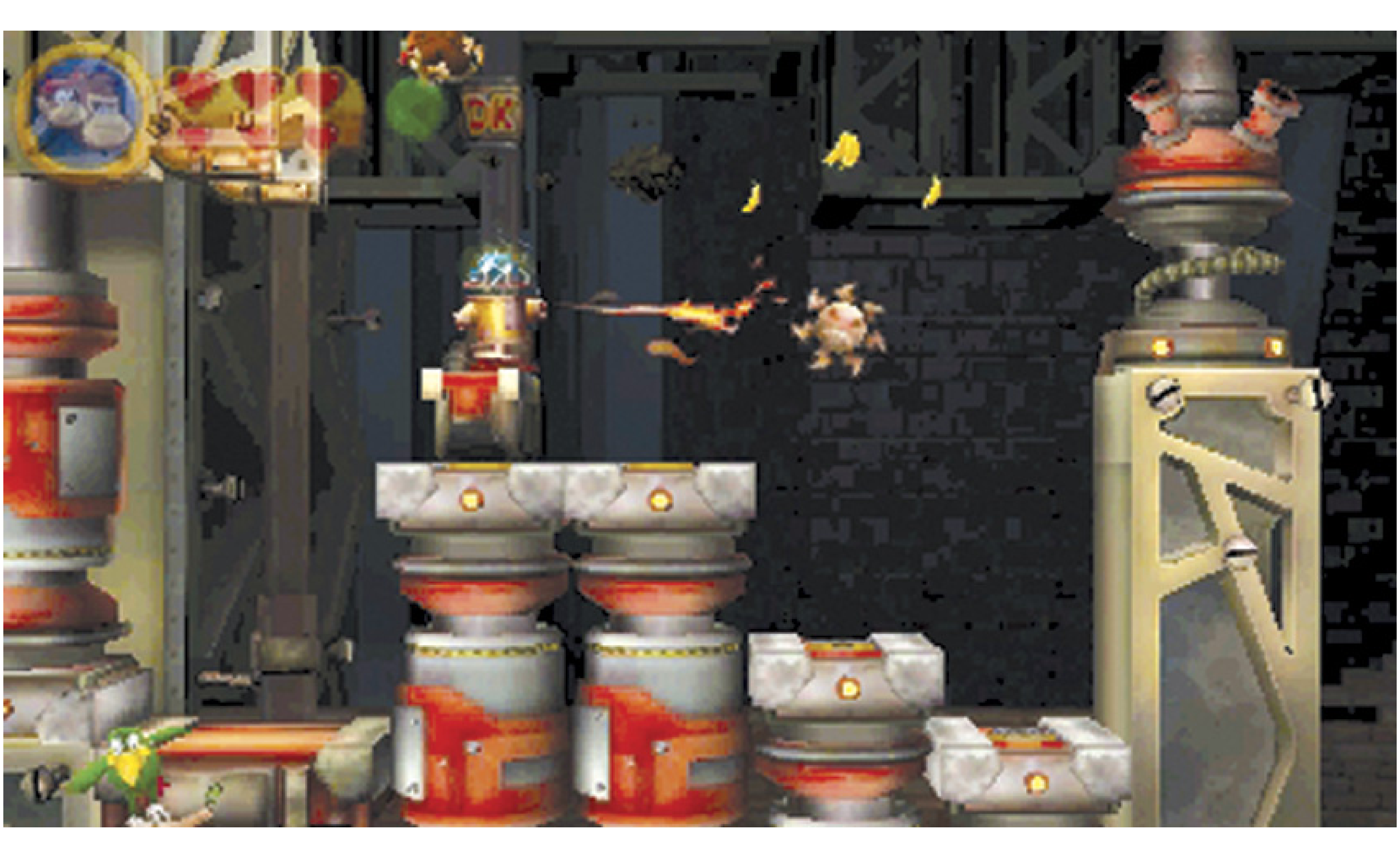
As with all levels that are factory themed, keep bumping into any hanging light fixtures you see, in order to uncover banana and Banana Coin caches.



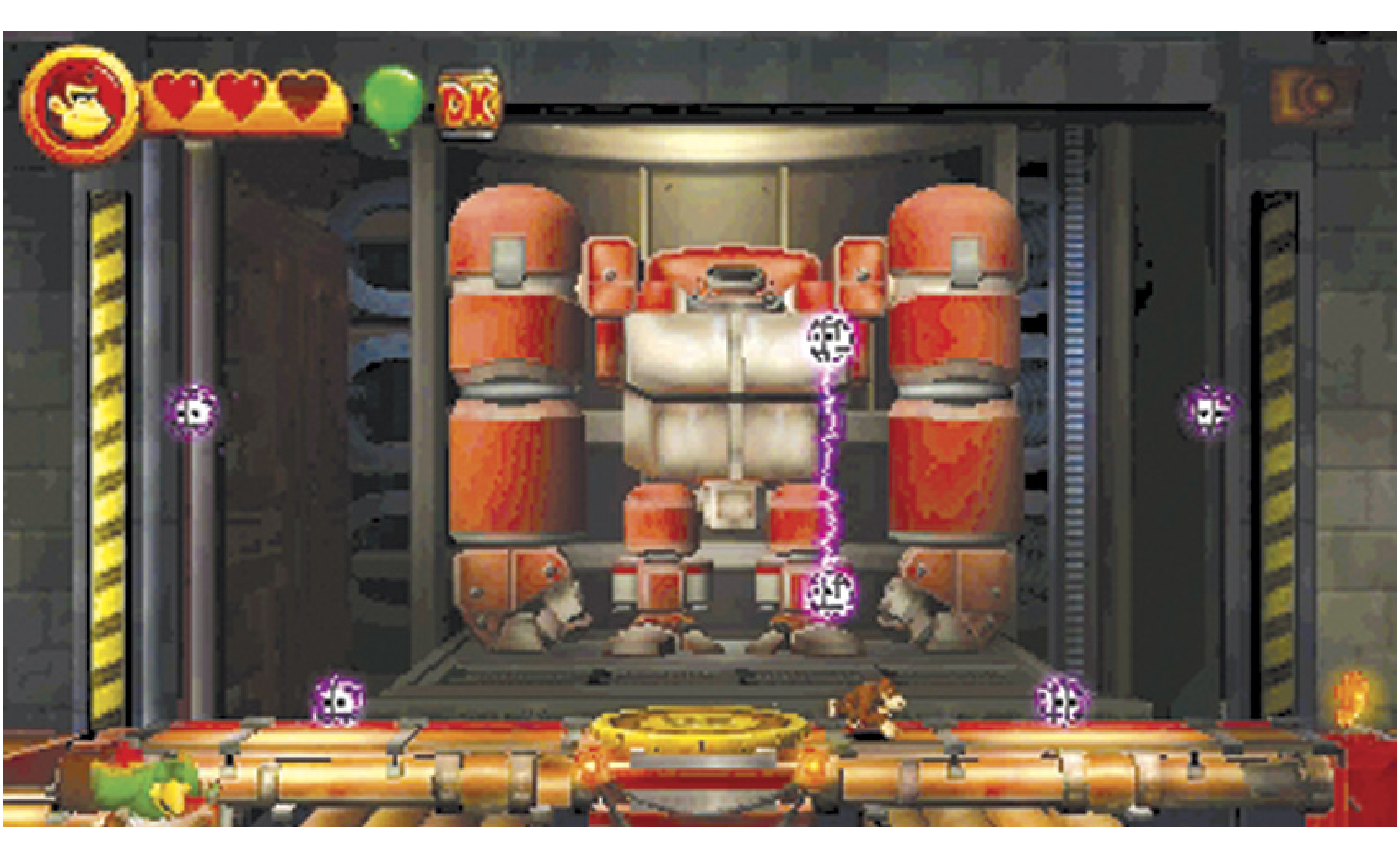
② Be careful around the crushers and the Pyrobots underneath the main path. It’s easy to take a hit from one while trying to evade the other.



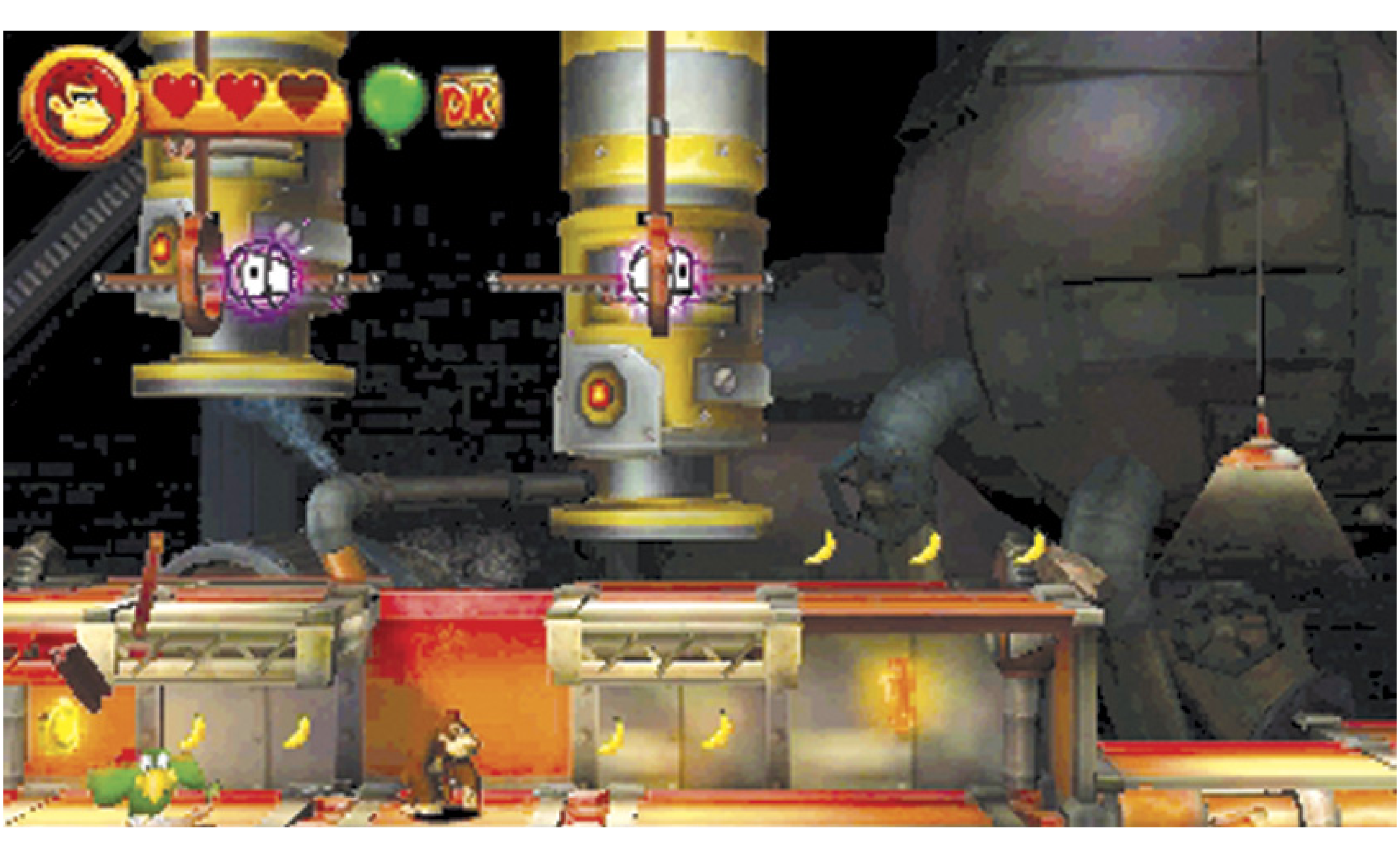
③ The second Puzzle Piece is found inside a raised platform that is seemingly divided by one of the crushers. However, if you follow it down, you’ll find that there is a pair of hidden rooms on either side of the crusher, containing Banana Coins and the Puzzle Piece.



④ You’ll eventually come across a set of four crushers pointed up towards the roof, with a small platform above them containing a Pyrobot. If you bounce off the Pyrobot and pull to the structure on the left, you’ll find a hidden bonus chamber for a chance to win the third Puzzle Piece.



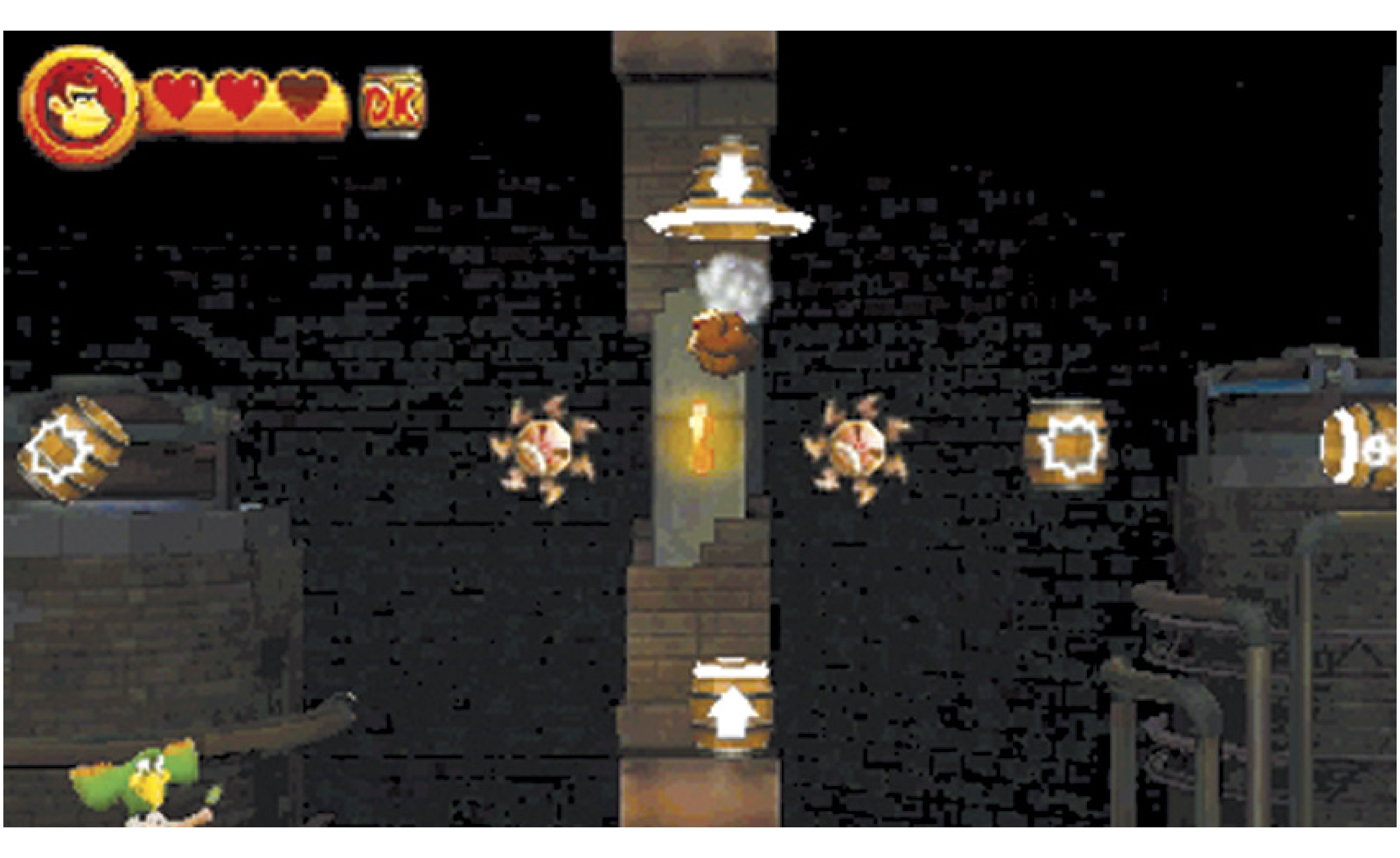
⑤ The second DK button you’ll pound down will lower another gate and reveal the fourth Puzzle Piece. There’s a bit of a catch though: Electroids are guarding the area, and can interfere with the pounding. Fortunately, the first checkpoint is just behind this door!



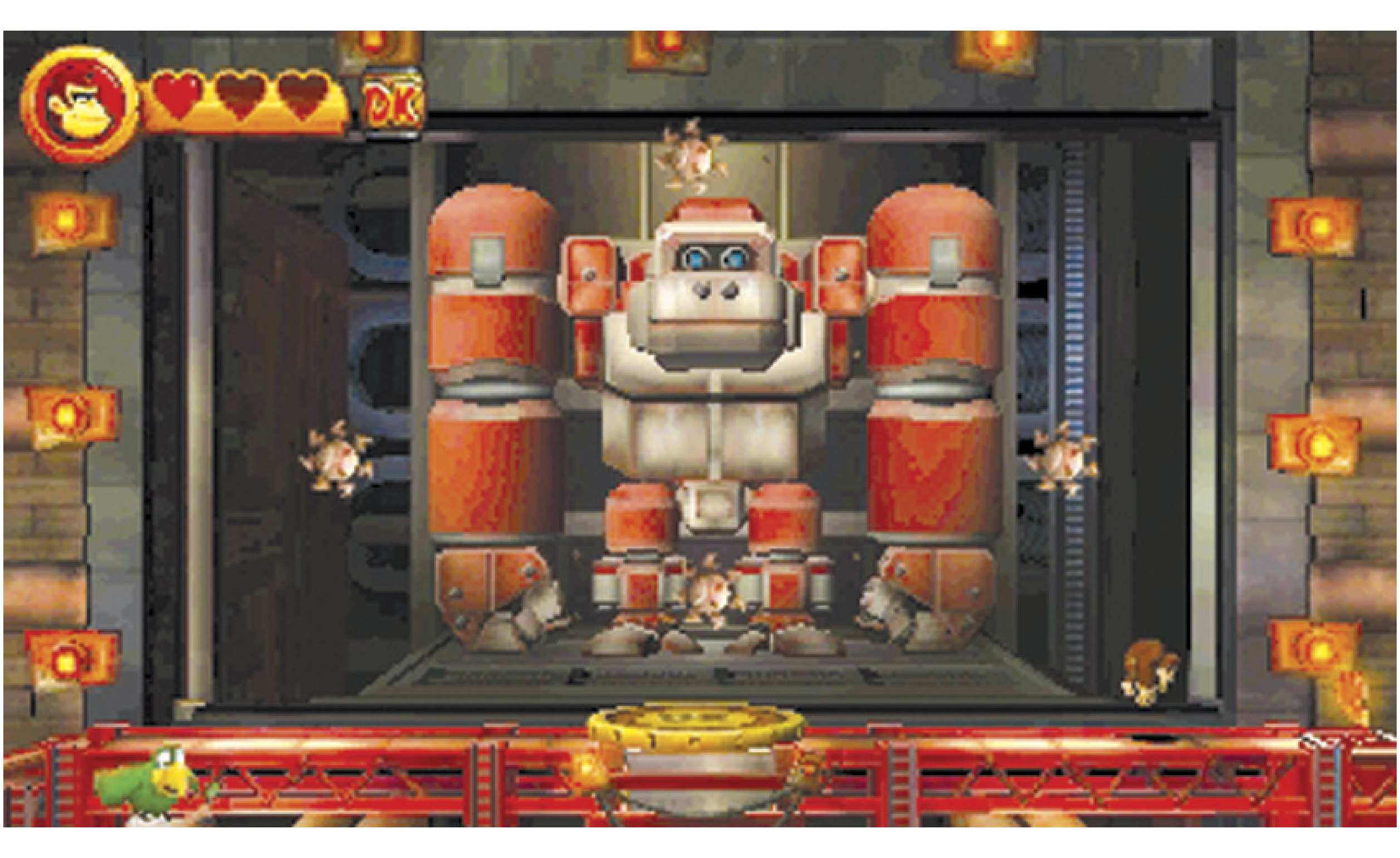
⑥ Puzzle Piece five is located underneath a pair of presses. To reach it, you’ll have to pound your way through a set of weak support girders.

Caution

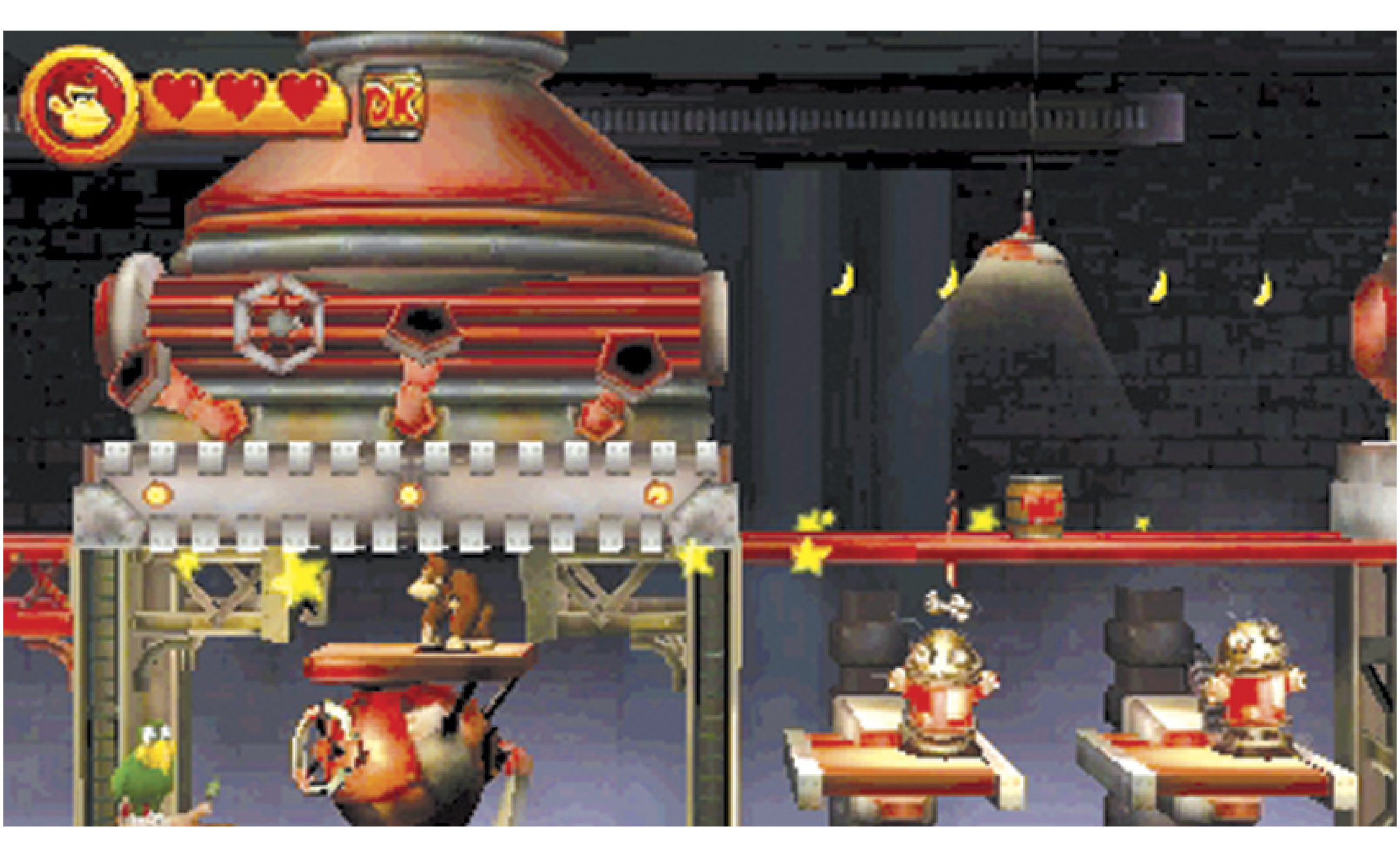
Watch out for the Electroids passing near the presses! When they hover over red switches on the presses, the machines go into action and crush anything underneath them. Don’t make a move past them unless you’re certain you’ve got time to get past the obstacles!



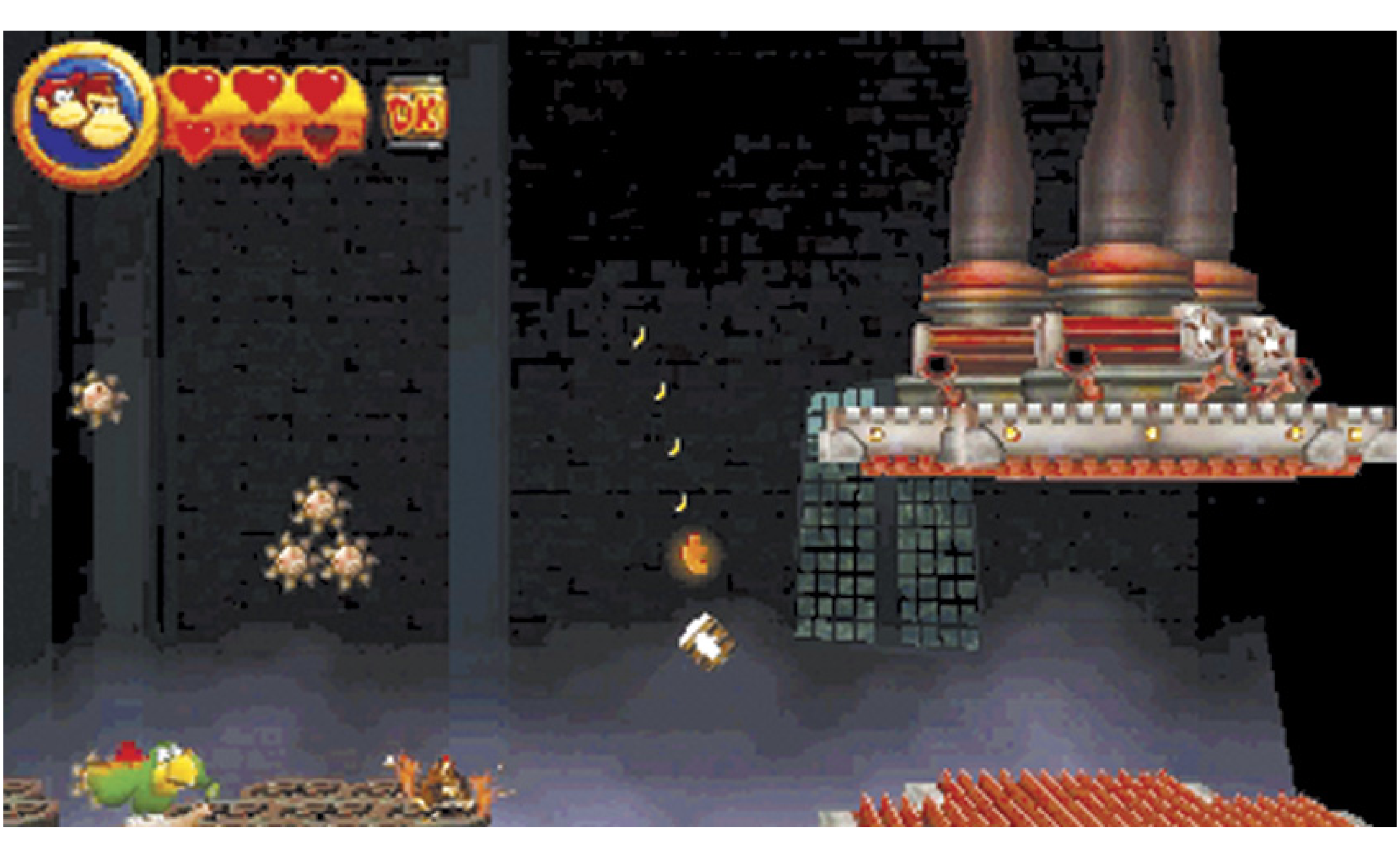
⑦ Things get a bit more exciting just past the fifth Puzzle Piece. You have to use Barrel Cannons to shoot your way past a press. If you mistime your shot, it’s back to the checkpoint with you! This takes you to another set of Barrel Cannons that are aimed between sets of Tiki Zings, and are moving at a very high speed. If you collect all of the items between the Tiki Zings, you’ll find a sixth Puzzle Piece.



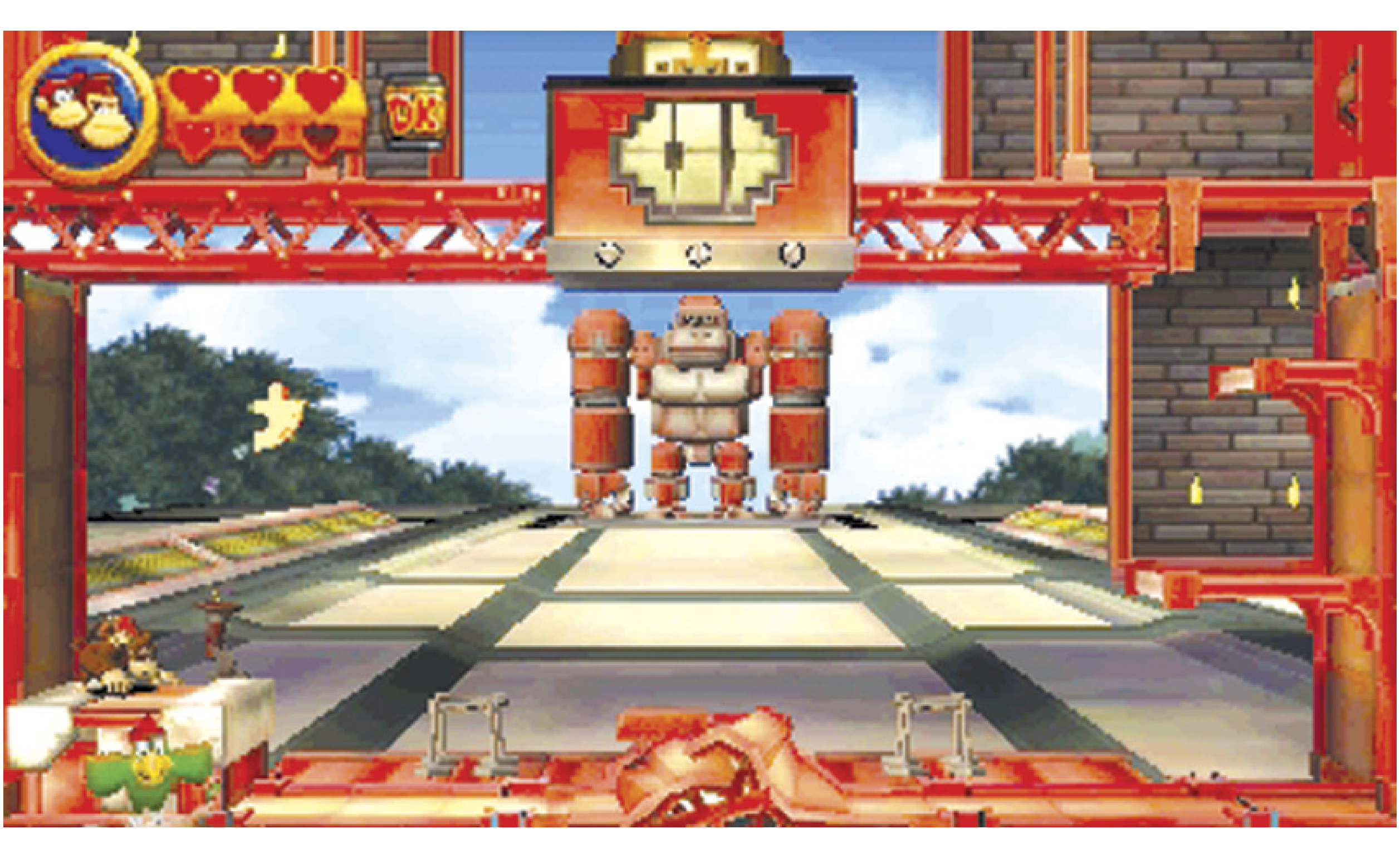
⑧ Surviving the cannon gauntlet will get you further up into the factory next to another DK button. Pound this one down to reveal Puzzle Piece seven, as well as another checkpoint.



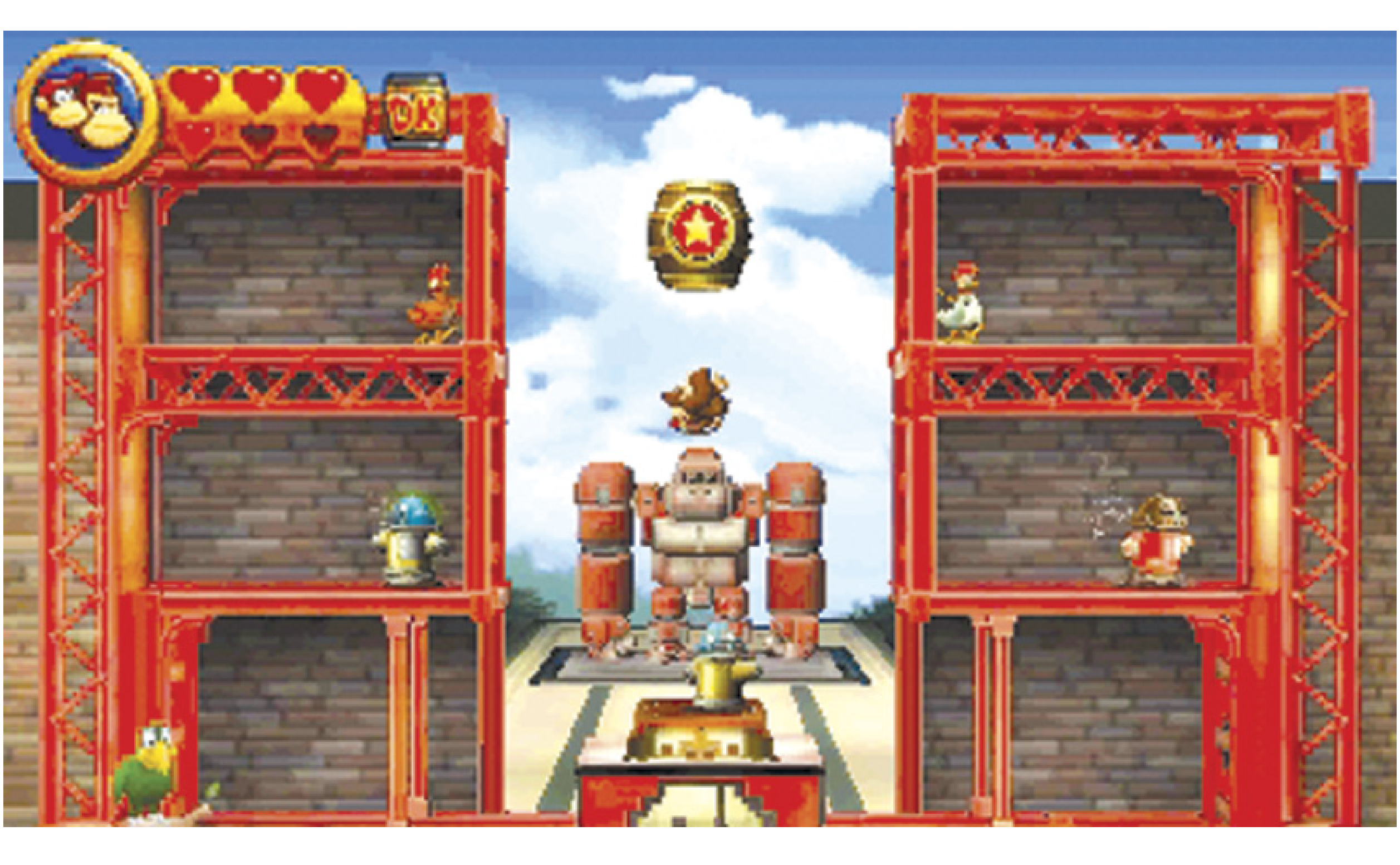
⑨ These large presses have convenient spaces to duck into in case you can’t make it through fast enough. Be careful though, as they may have spikes that you’ll still have to crouch to avoid!



⑩ The eighth Puzzle Piece can be found just beyond a set of three rapidly rising presses, guarded by a large group of Tiki Zings. If you collect the formations of bananas and coins above them, you’ll trigger the appearance of the Puzzle Piece.



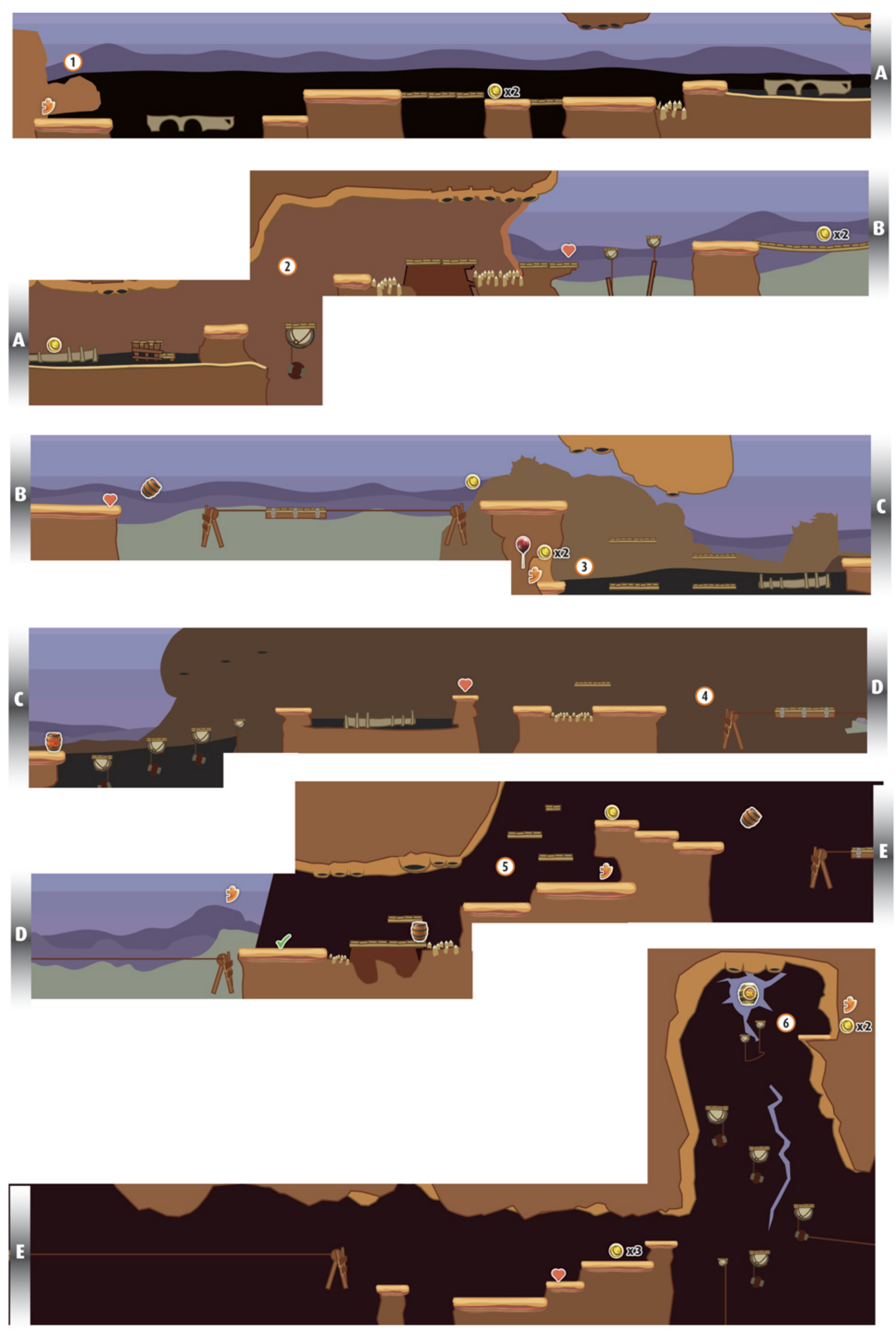
⑪ The final Puzzle Piece can be found shortly after one last Barrel Cannon launches you to the roof of the Robo Factory. Blow into the megaphone on the left side of the room to make the piece appear.

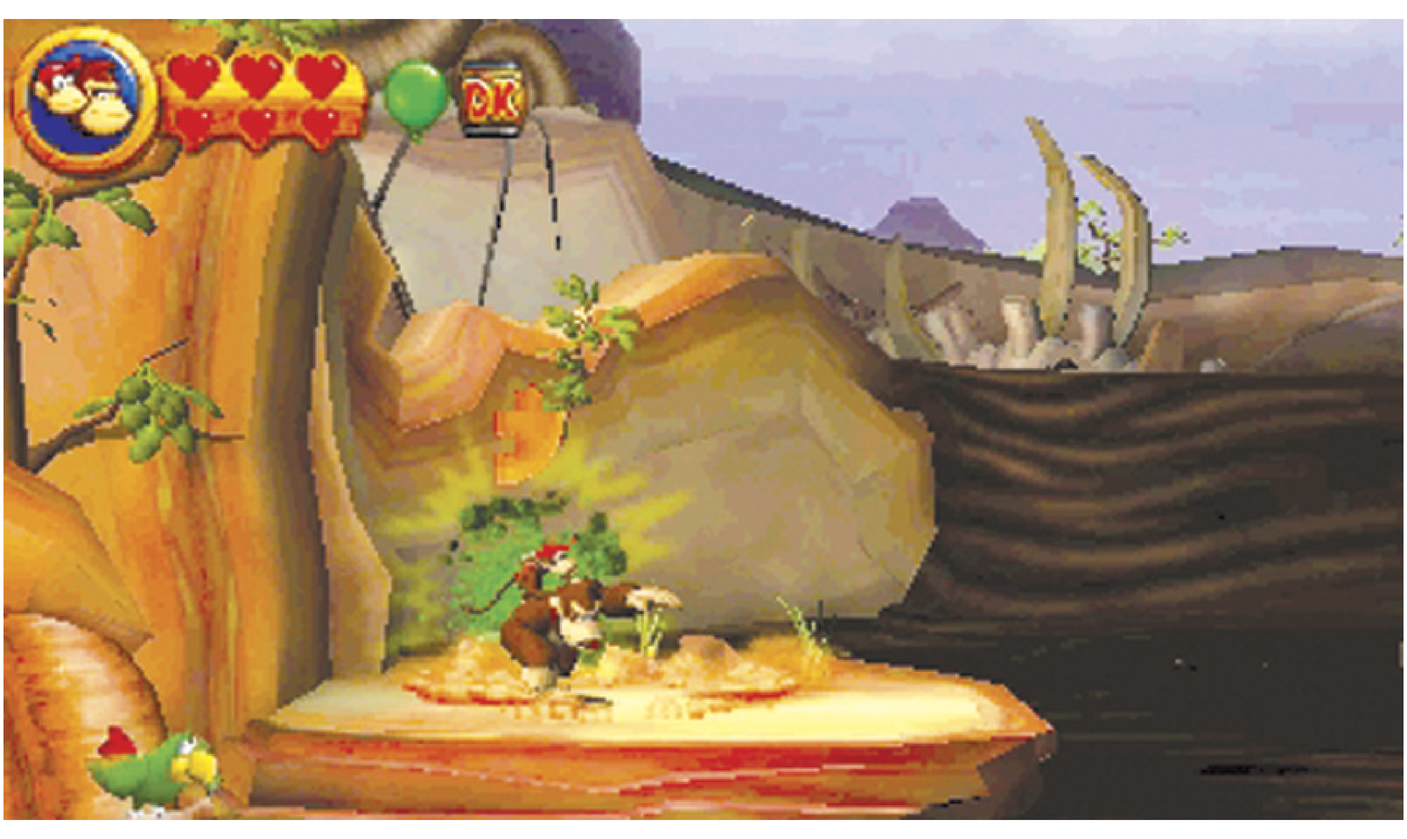


⑫ To reach the Slot-Machine Barrel, defeat the Pyrobot patrolling the switch underneath it, then pound the switch to launch your powerful robot into action. You’ll have no trouble reaching that Slot-Machine Barrel once it strikes.

World 9

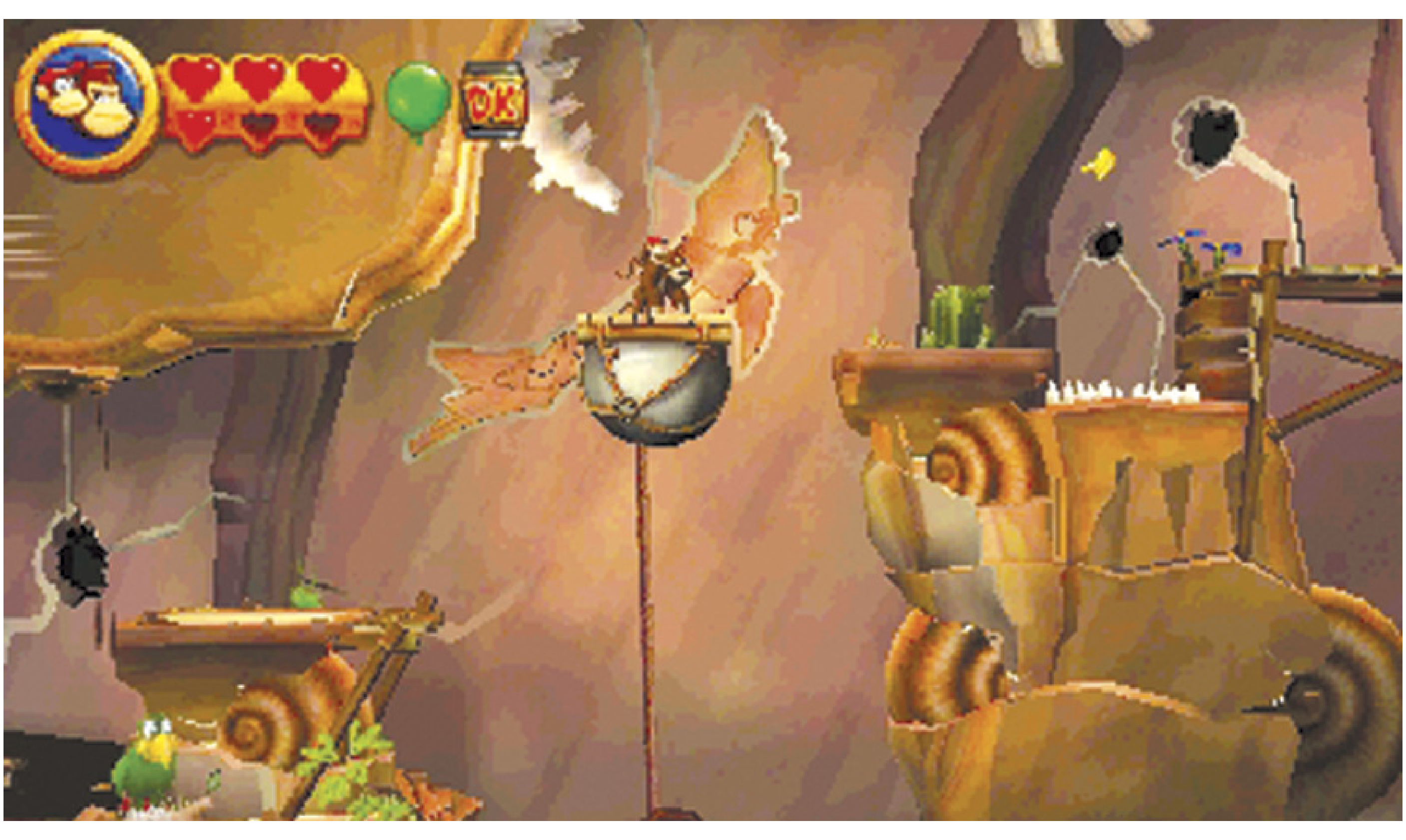
Tar Ball Fall



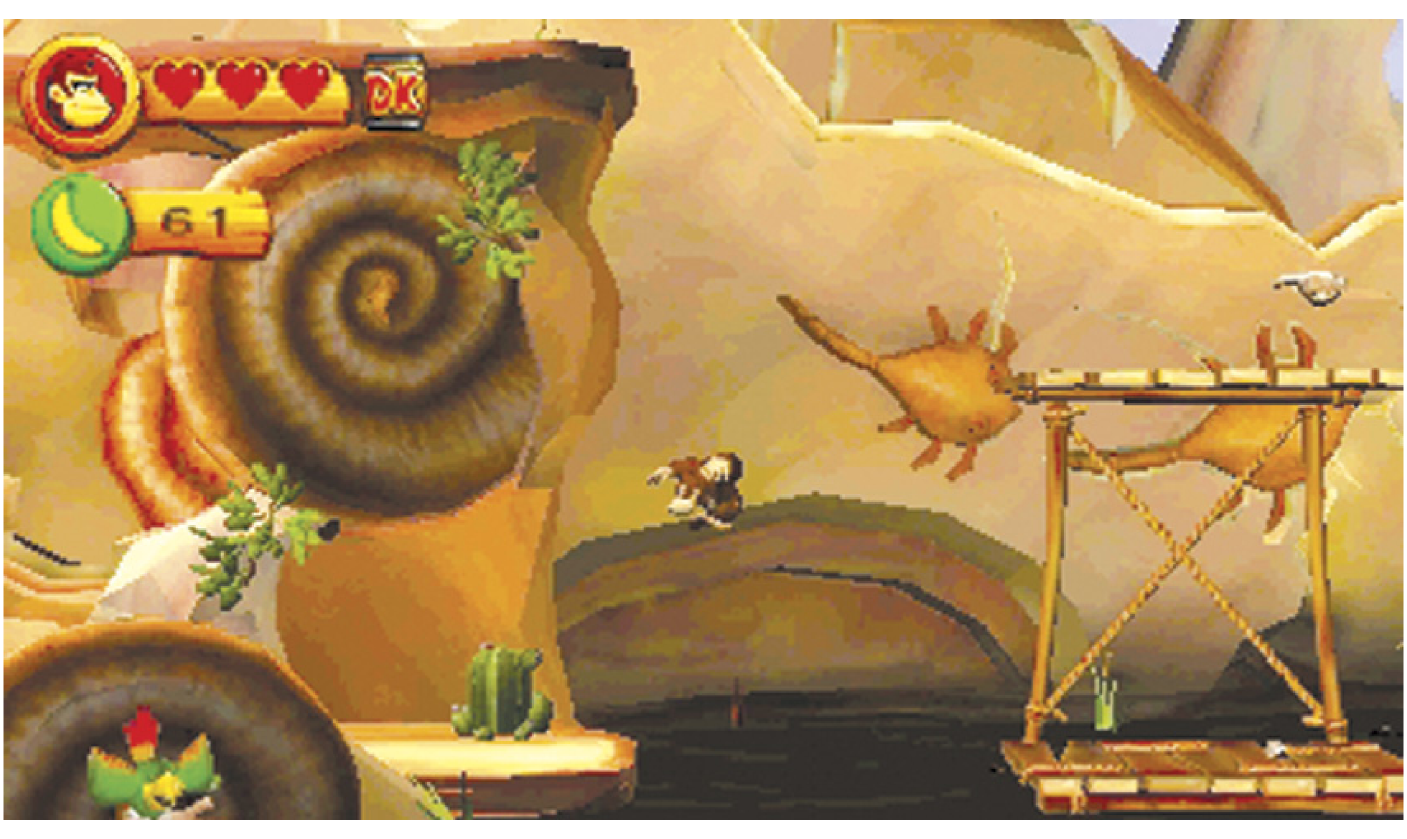


① To the left of the start point is the first Puzzle Piece. You'll have to traverse a tar pit by walking over a boney path, then pound next to a cactus on the other side of the tar pit.

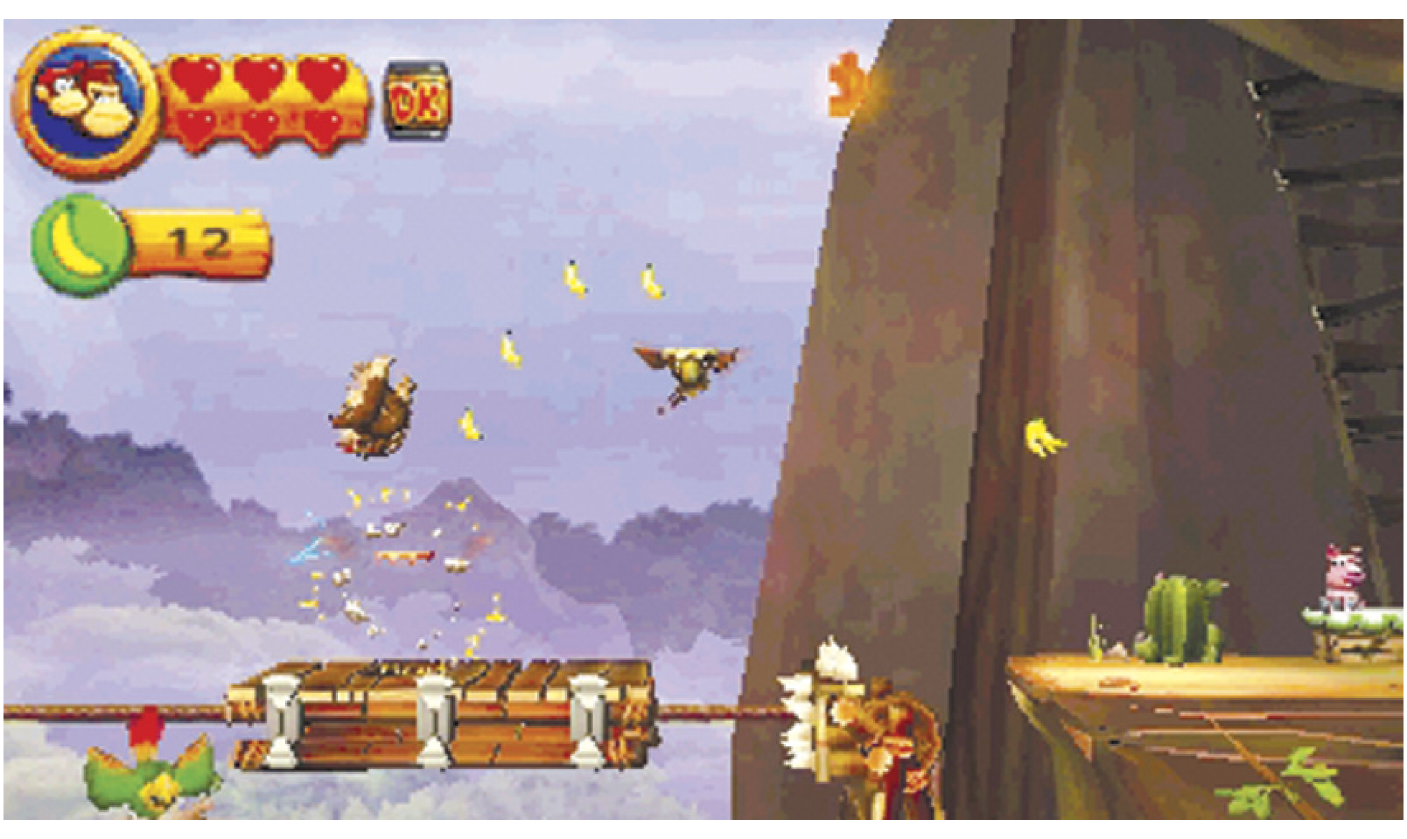
As you continue through this level, you'll notice blobs of tar falling from the ceiling. As with any other contact with tar, getting hit by these can severely restrict your movement. You can get rid of the tar by ground pounding rapidly.



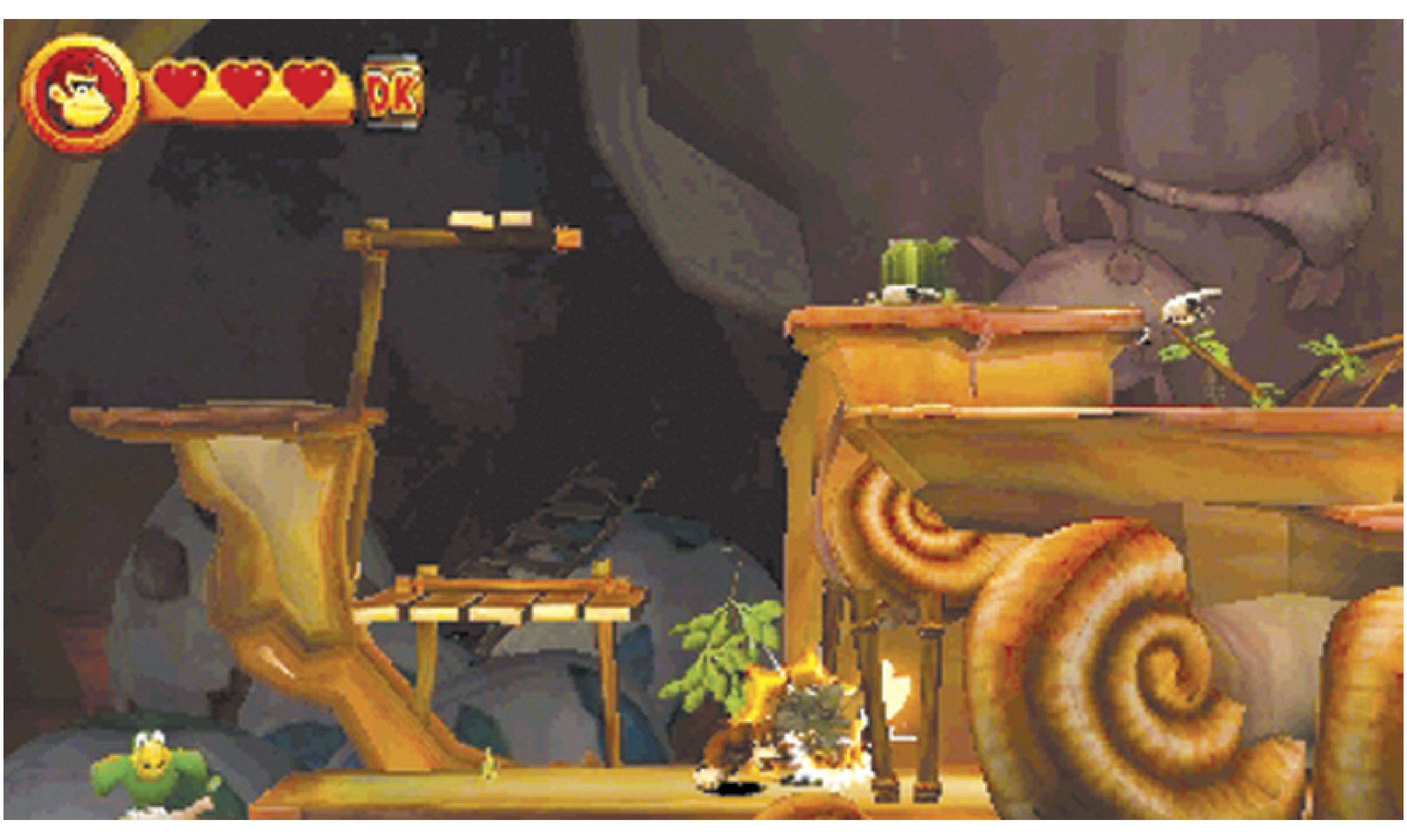
② You will eventually encounter balloon platforms tied down by ropes. When you touch these platforms, they break loose and begin to float upwards, typically into the sharp spikes of a skeletal fossil. The spikes can not only hurt you, but they can pop the balloon and send you falling to your doom. At first you only encounter one by itself. Expect to see these obstacles used in more complicated platforming sequences.



③ The second Puzzle Piece can be found at the bottom of a large tar pit. A series of tar spigots on the roof try to interfere with your jumping. Follow these tar balls down towards one of the wooden platforms on the pit, then push against the wall on the left to enter a bonus chamber for a chance to win the piece.



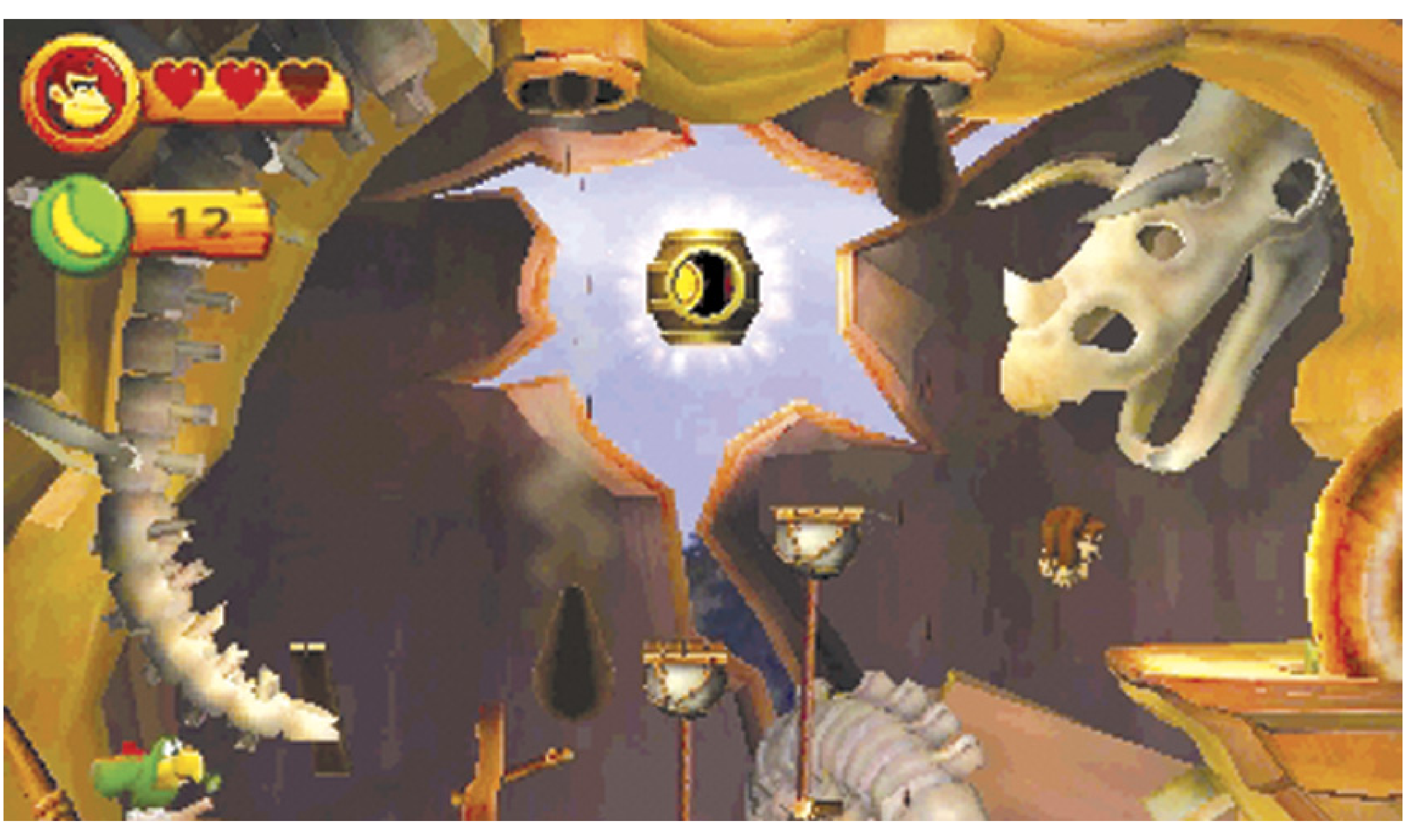
④ Between the first and second checkpoints, you'll reach a barrel cannon that launches you onto a moving platform. The path is guarded by Tiki Zings and Tiki Buzzes. As you approach the end of the platform's path, a pair of Tiki Buzzes can be used as stepping stones to reach the third Puzzle Piece. This can be tough to pull off given how fast the platform is traveling.



⑤ You might notice a barrel that can be picked up shortly after the second checkpoint. You need to carry this over a series of platforms spanning a tar pit, while more tar falls from above, avoiding or defeating enemies along the way, until you can reach the fourth Puzzle Piece. As you might imagine, this can be a very taxing piece to reach. Time your movements to avoid the falling tar; if it touches you the barrel you're carrying is destroyed.

Tip

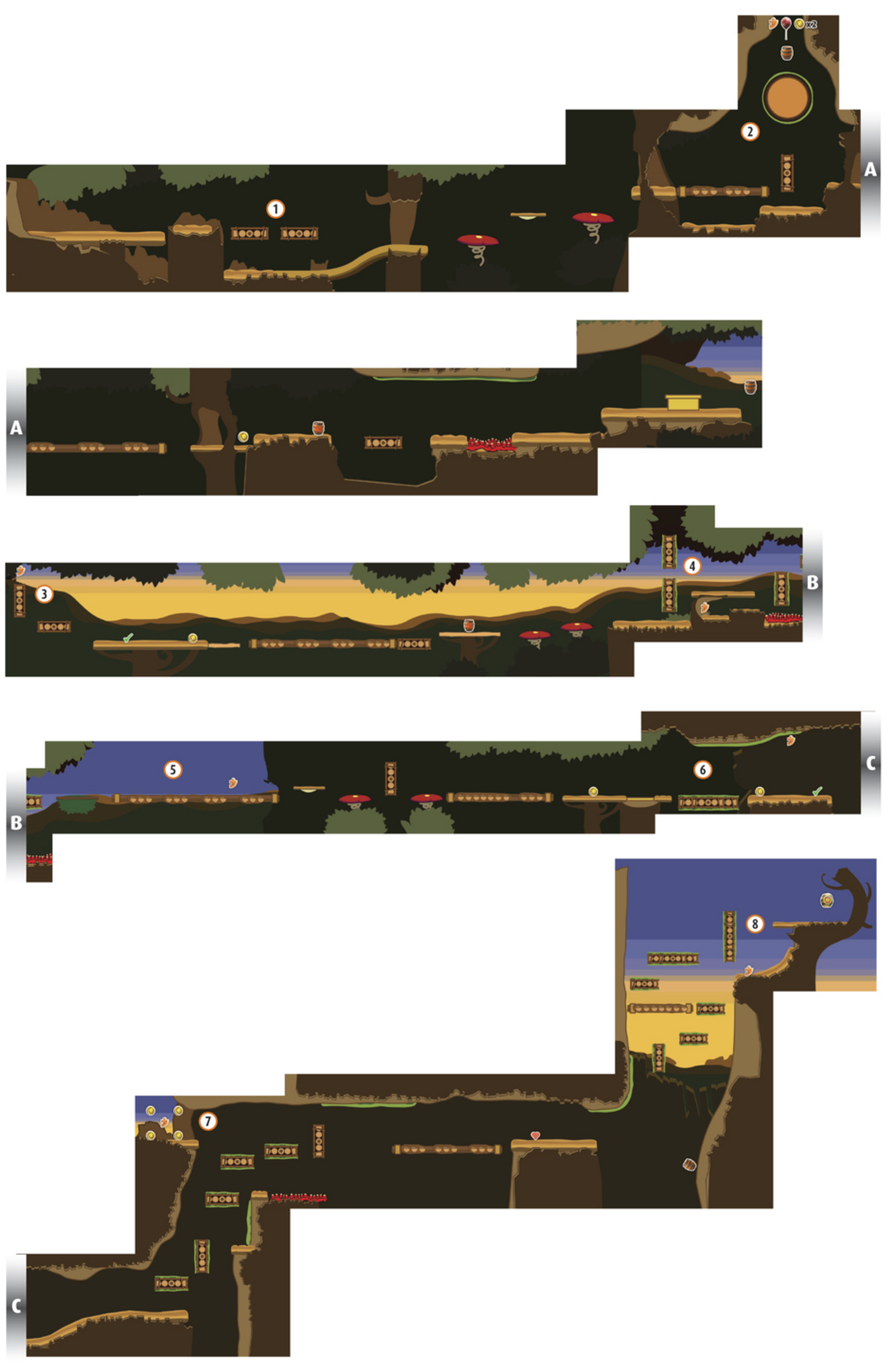
New Mode players can make this a lot easier on themselves by taking a DK Barrel with them.

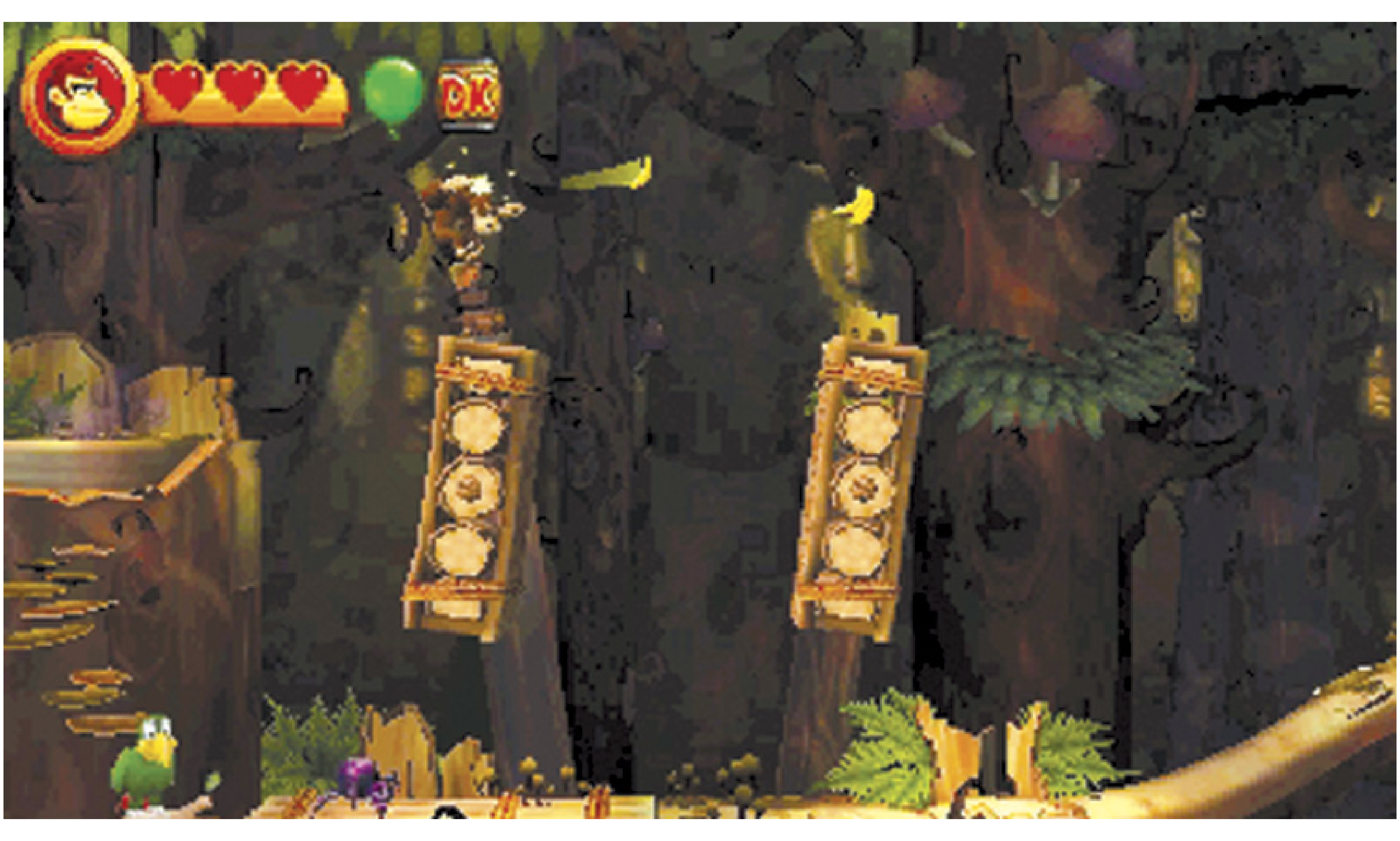


⑥ The final platform sequence to reach the Slot-Machine Barrel is quite the challenge: a series of floating platforms that will eventually reach a sharp bone that will pop the balloons and send whomever is on the platform into the bottomless pit below. By the time you see the Slot-Machine Barrel, you probably want out of this level as soon as possible. However, roll-jump off to the ledge on the right of the Slot-Machine Barrel to reach one last secret room where the last Puzzle Piece can be located.

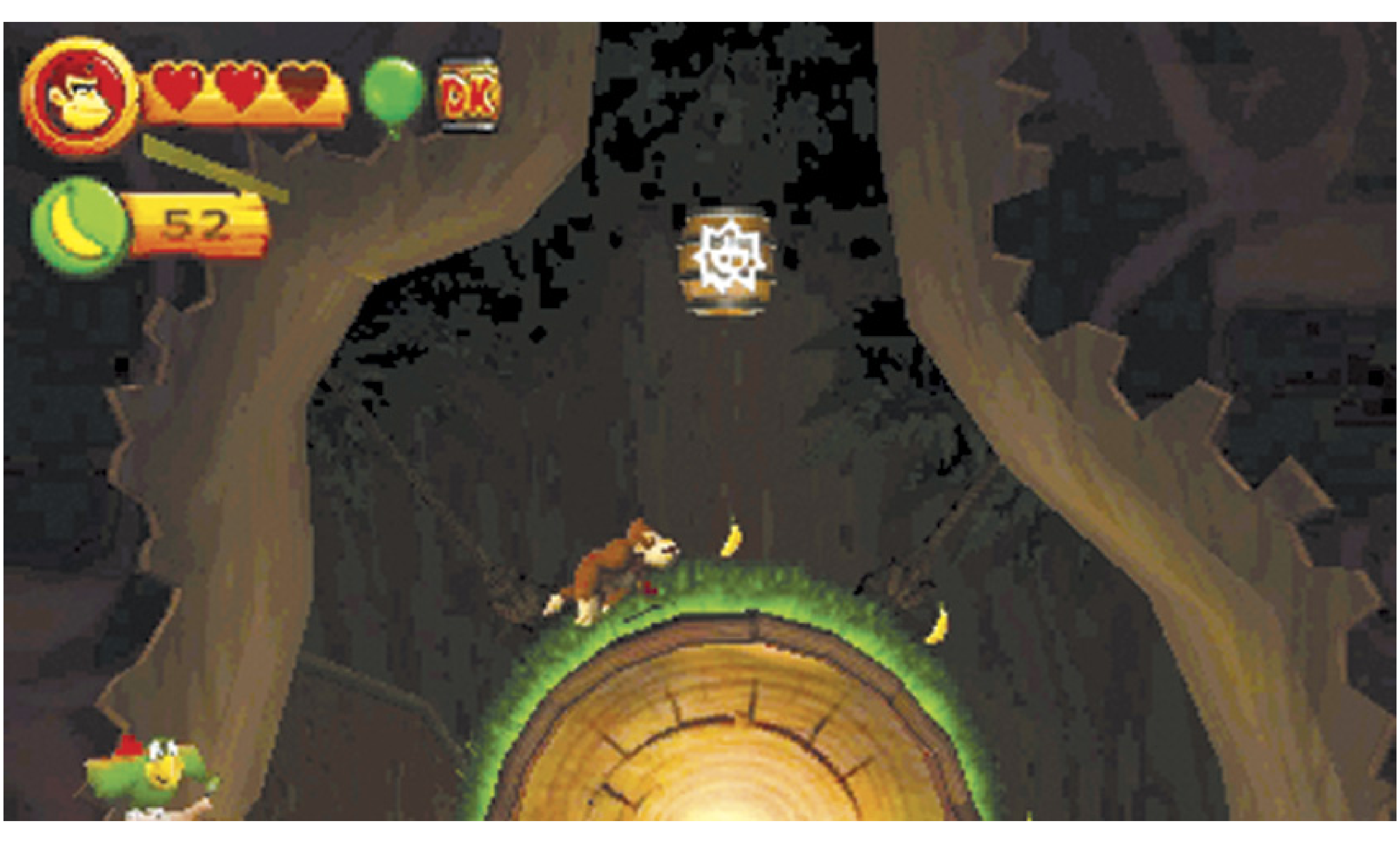
World 9

Topsy Turvy

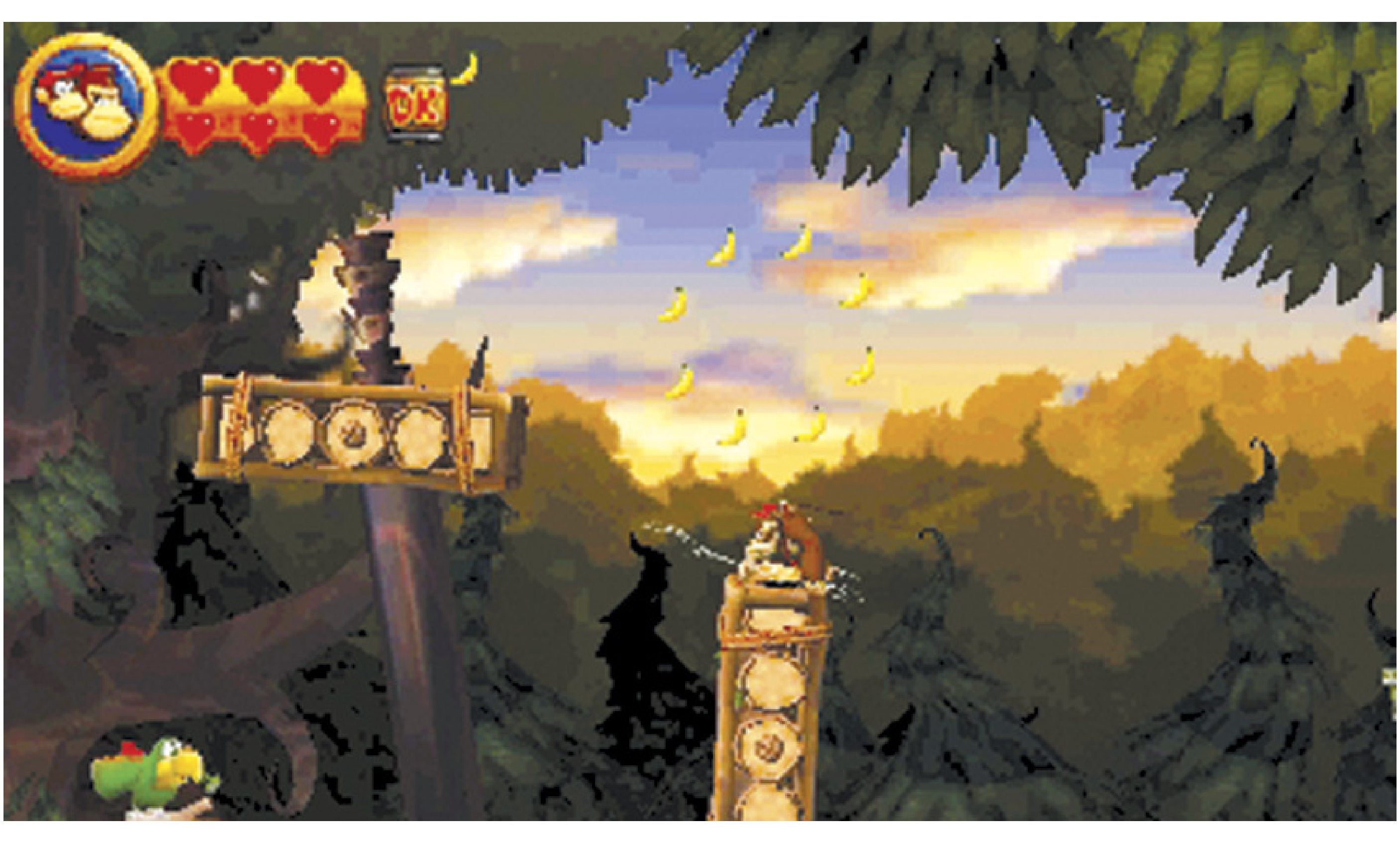




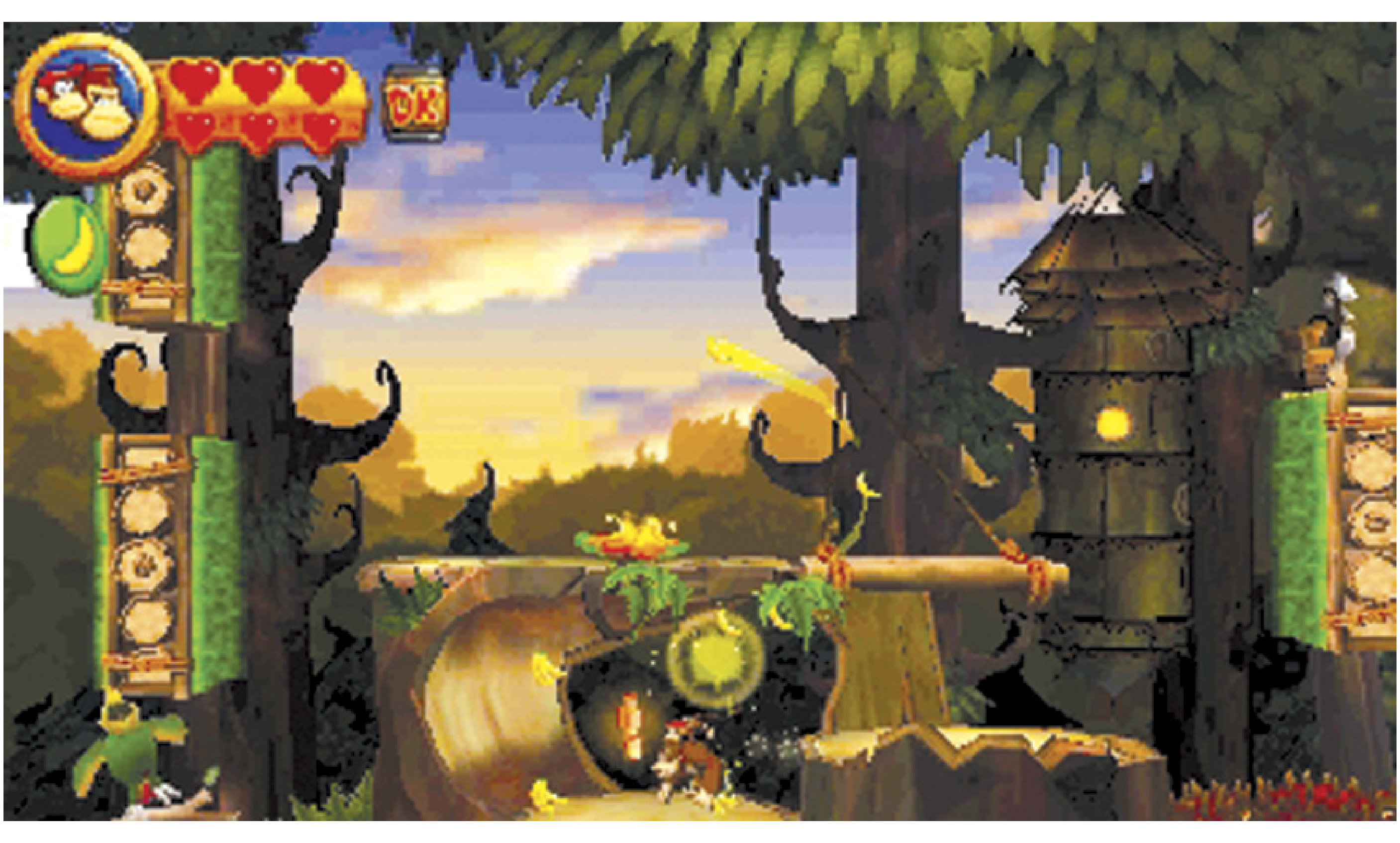
① The first two rotating platforms you encounter are trying to tell you something. Listen to the beat of the background music to get an idea of the timing for when they rotate. This is a recurring obstacle throughout the level, so pay attention to when you choose to jump on those rotating platforms. For now you can land someplace safe; later on this will not be the case.



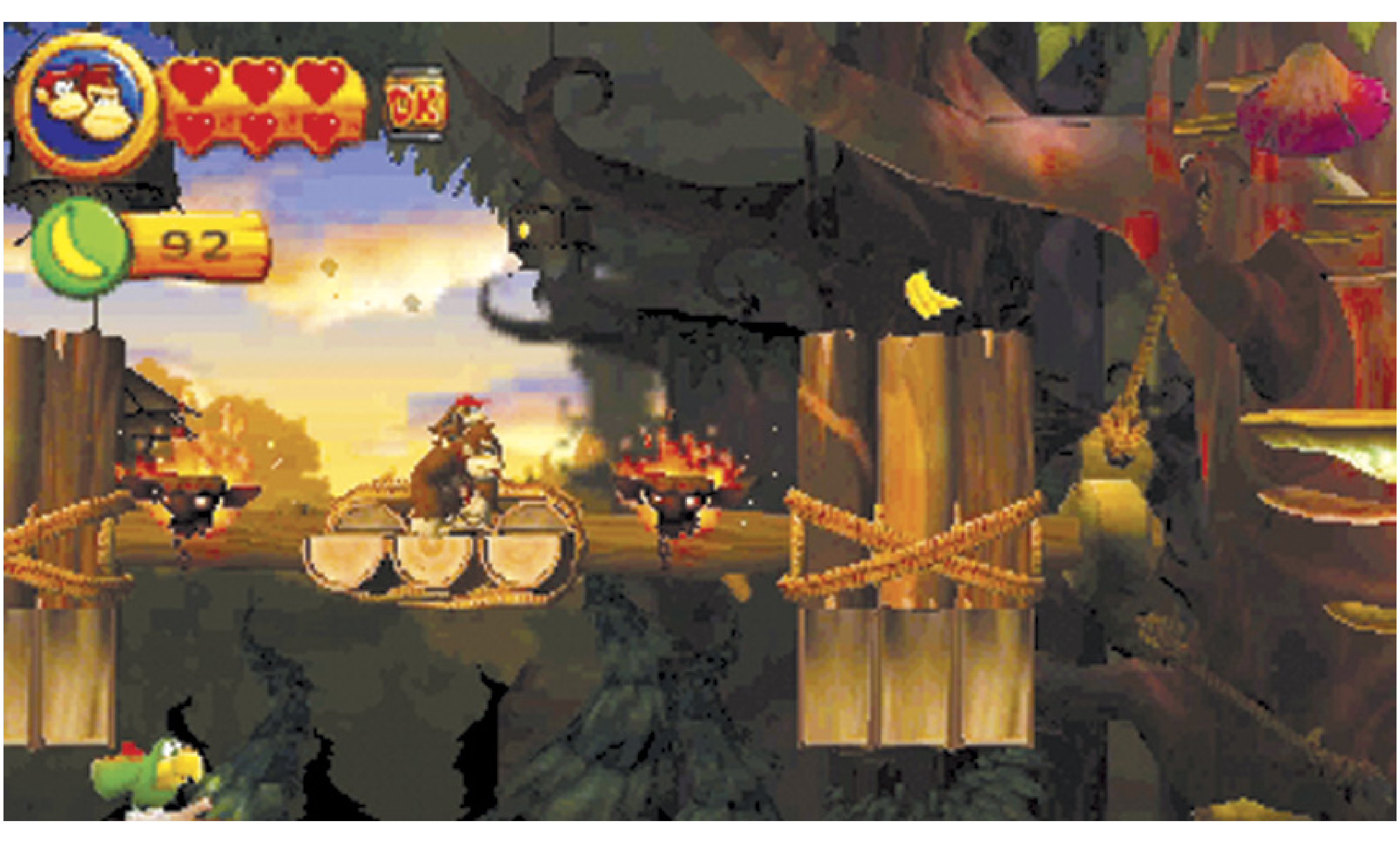
② The first Puzzle Piece can be found above a series of three rotating wooden platforms. Above the third platform is a circular platform with grass that can be clung to wrapping around it. Get to the top of it to find a Barrel Cannon that takes you to a bonus chamber.



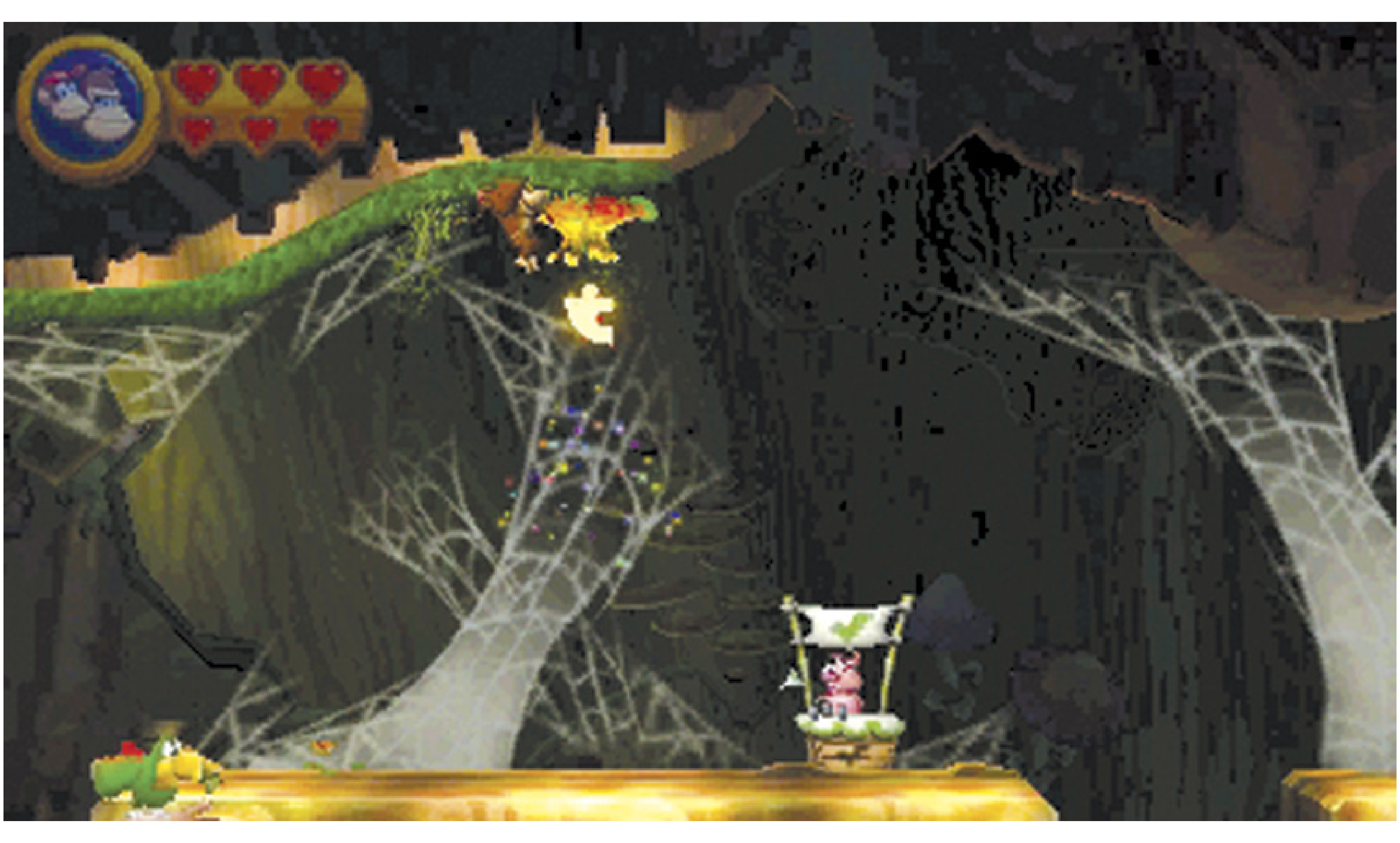
③ To the left of the first checkpoint is a pair of rotating platforms with rings of bananas over them. Collect both sets of bananas to reveal a Puzzle Piece above the platform furthest to the left. Make sure you hit the checkpoint first! It can be surprisingly tough to get those bananas.



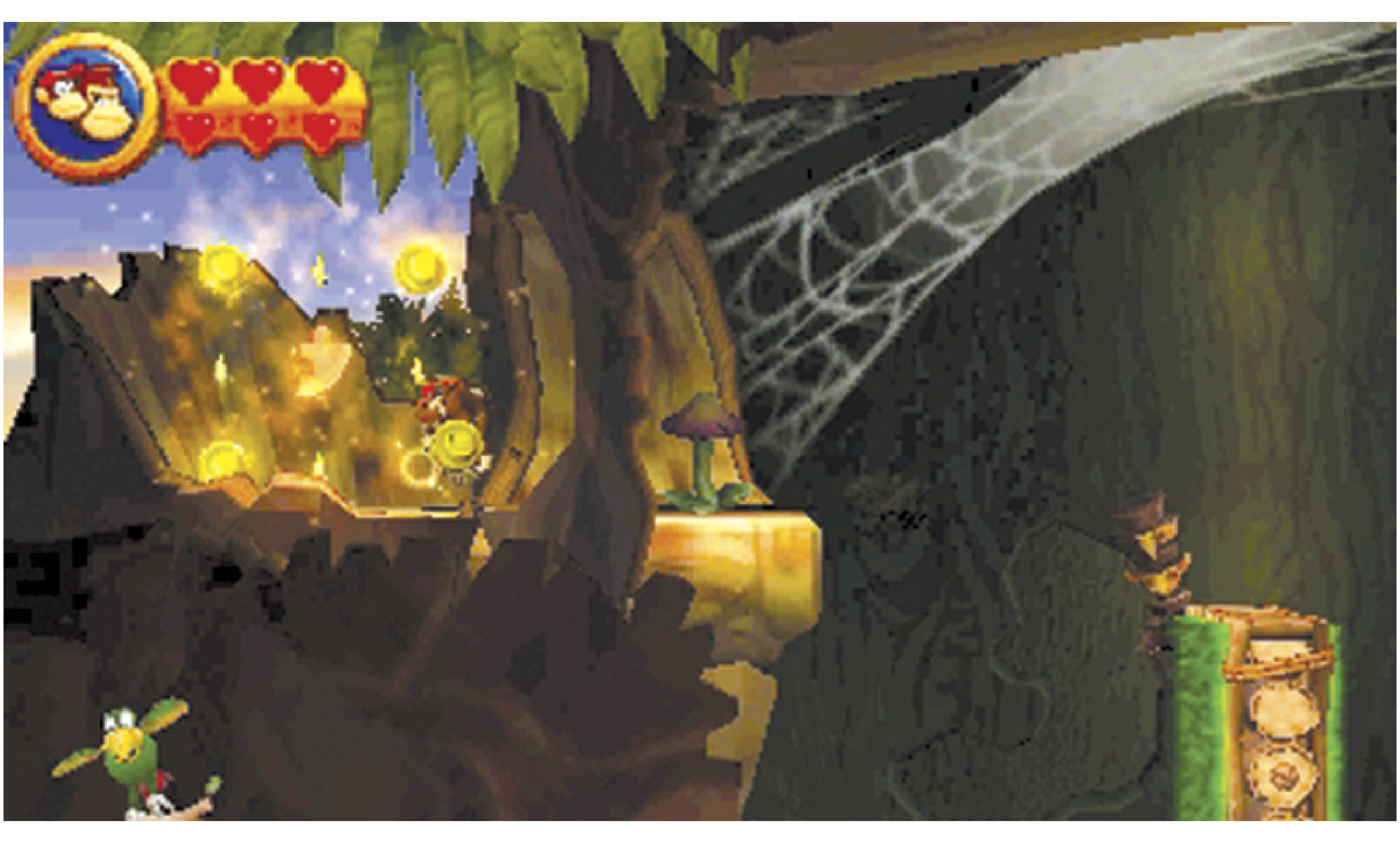
④ Continuing from the checkpoint, you'll find a small raised platform flanked on either side by a set of rotating platforms in the air. The third Puzzle Piece isn't actually up in the air, though; it's in a hidden room underneath the platform's surface, concealed by leaves.



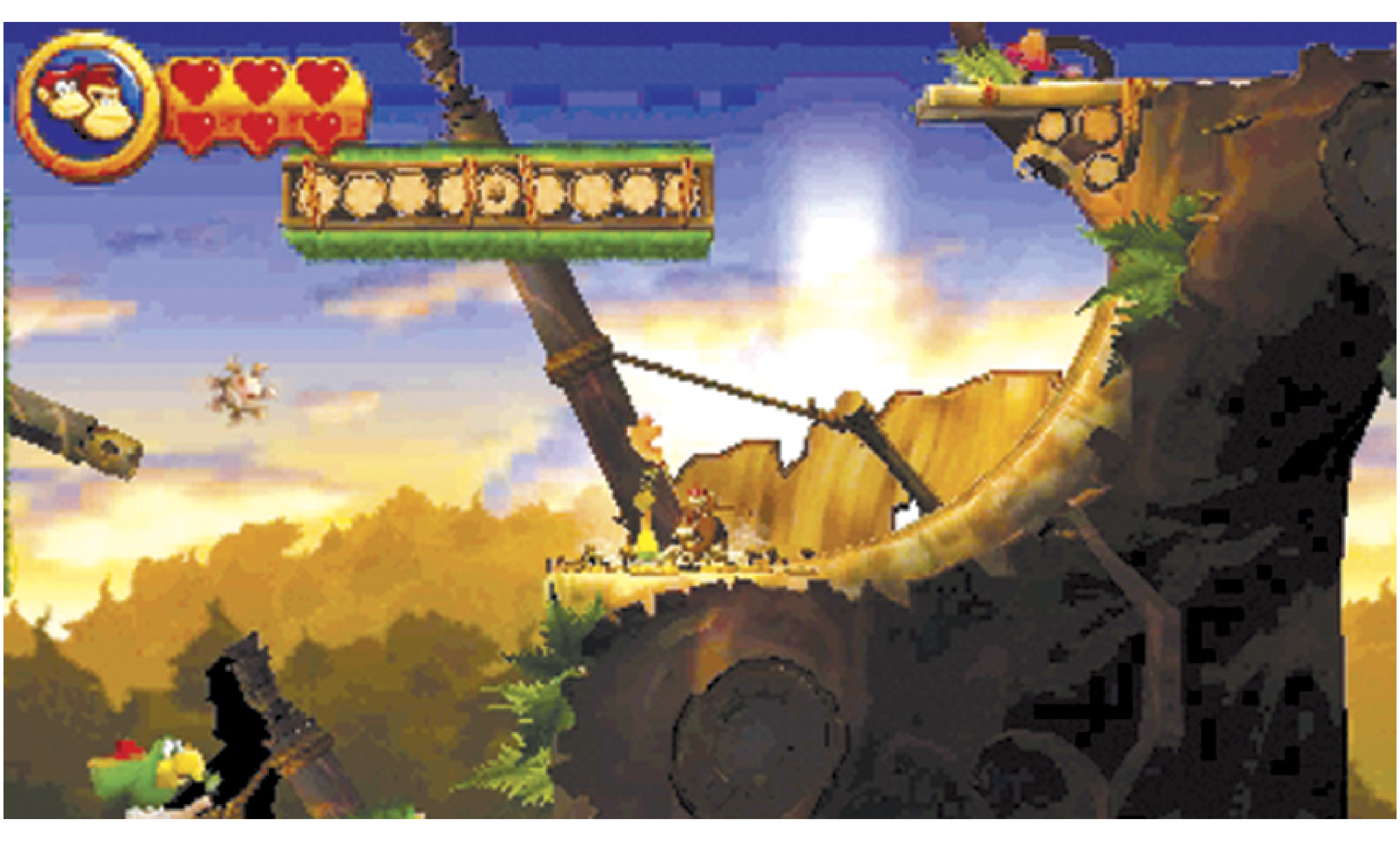
⑤ Not very far from the third Puzzle Piece is a chance to pick up the fourth, but it's definitely more demanding. Three alternately rotating platforms bridge a chasm, with three Flaming Tiki Buzzes hovering between. You need to blow them out and stomp them while avoiding getting dumped into the pit below. Accomplish this and you'll reveal the Puzzle Piece.



⑥ Eventually you will reach a large DK drum you can pound on. This breaks open the way to a rotating platform spanning a chasm between you and the second checkpoint. Cling to this rotating platform and get on top of it when it's pointed vertical. The row of bananas at the top of the screen indicates another patch of grass you can cling to. Follow it and pound the gourd at the end for the fifth Puzzle Piece.



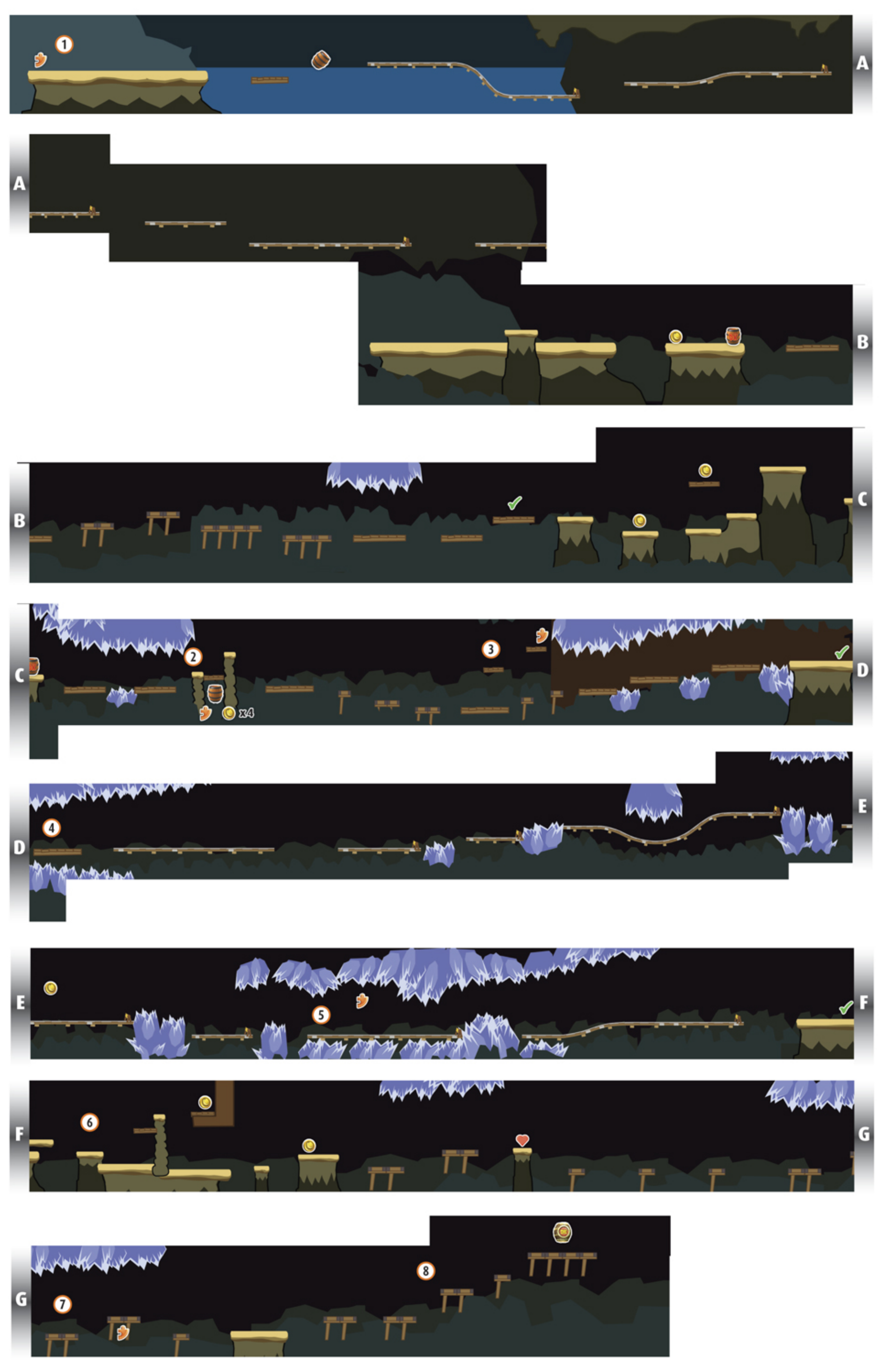
⑦ After climbing up a vertical path by clinging to several rotating platforms, check to the left to see a cluster of leaves obscuring another hidden ledge with bananas and the sixth Puzzle Piece.

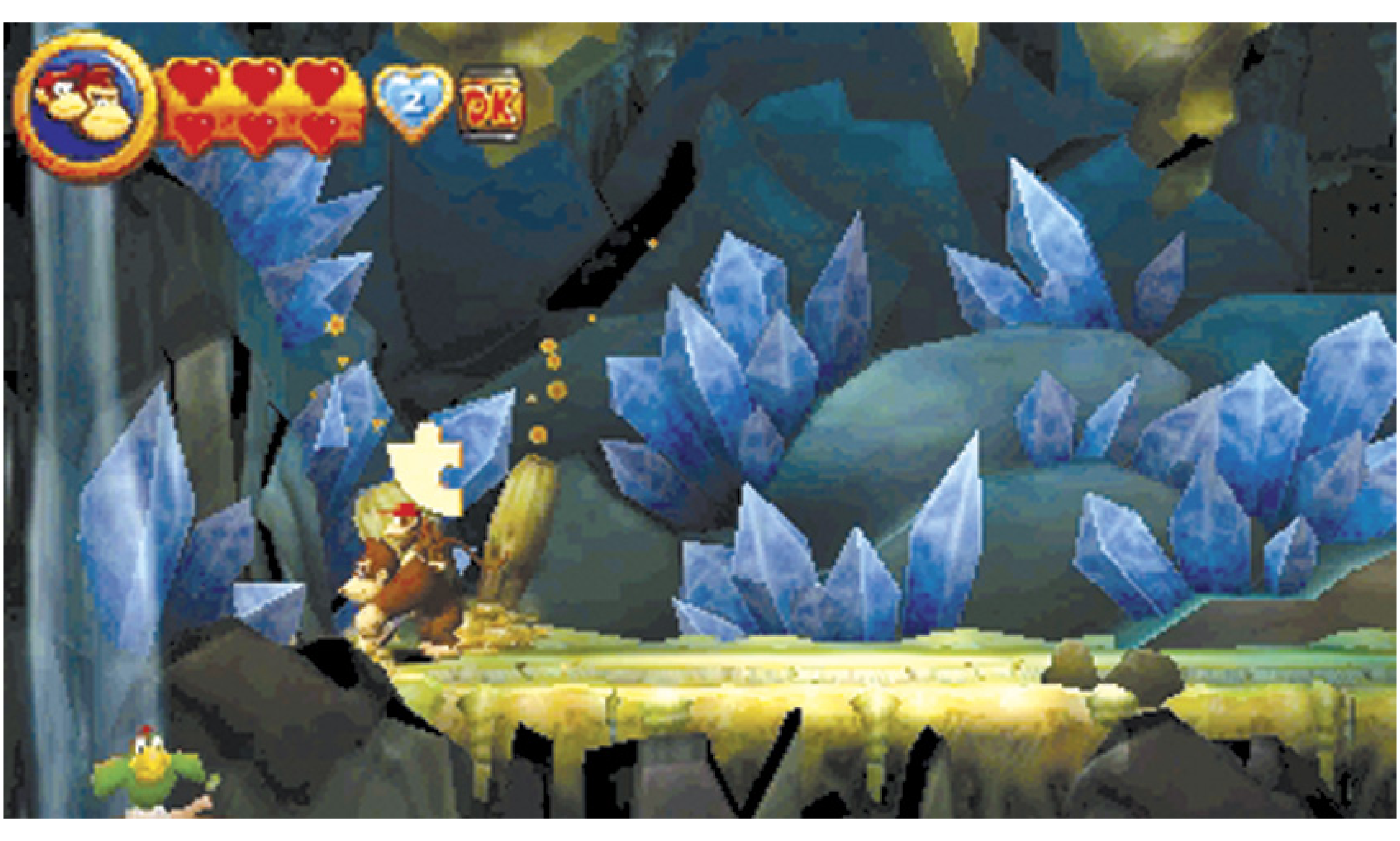


⑧ The final Puzzle Piece is located at the end of another vertical climb up a series of rotating platforms. Look for a ledge with a yellow gourd at the end of it underneath the last of the rotating platforms, quite literally just before the Slot-Machine Barrel. Pound it open and reveal the Puzzle Piece!

World 9

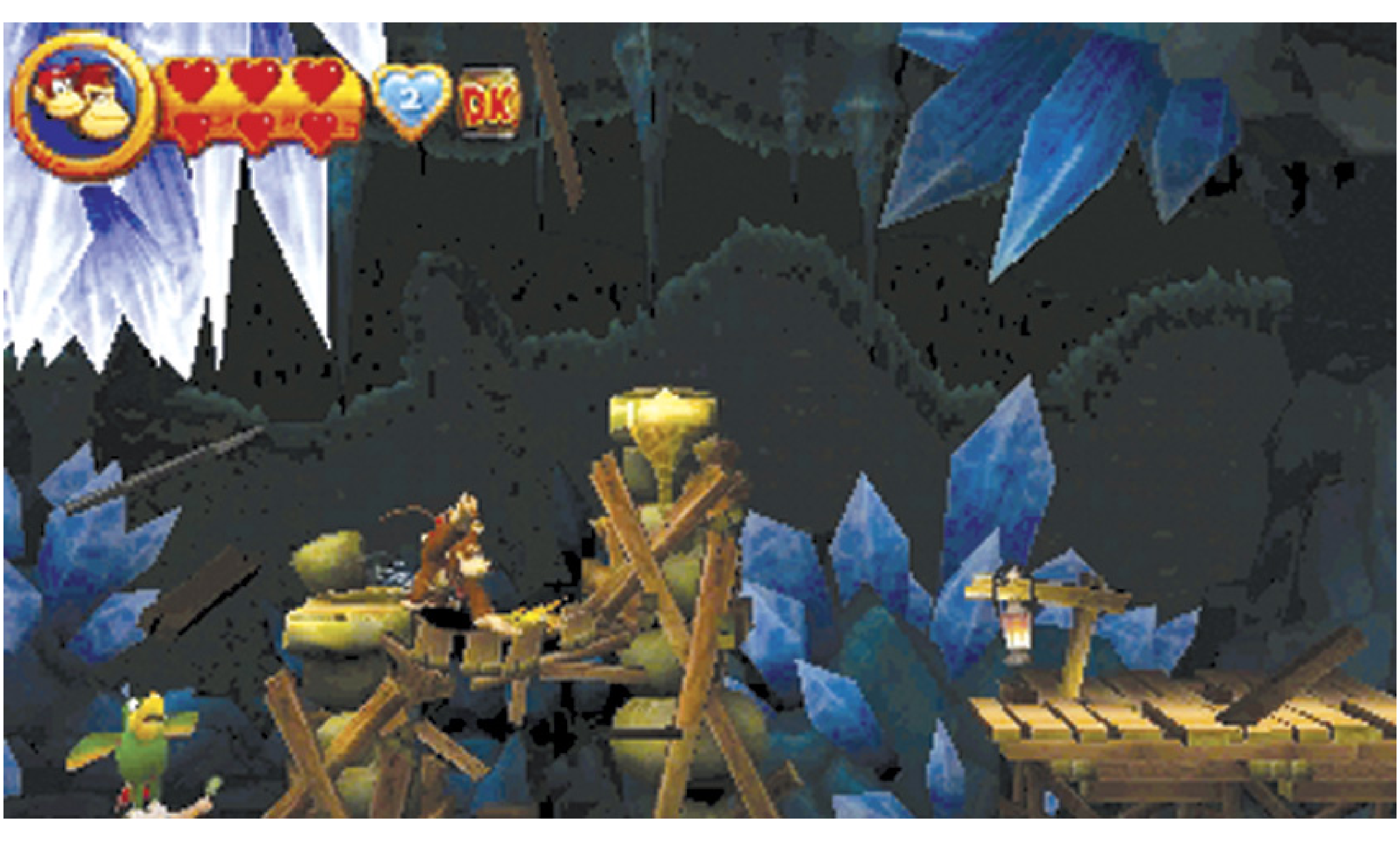
Mischievous Moles



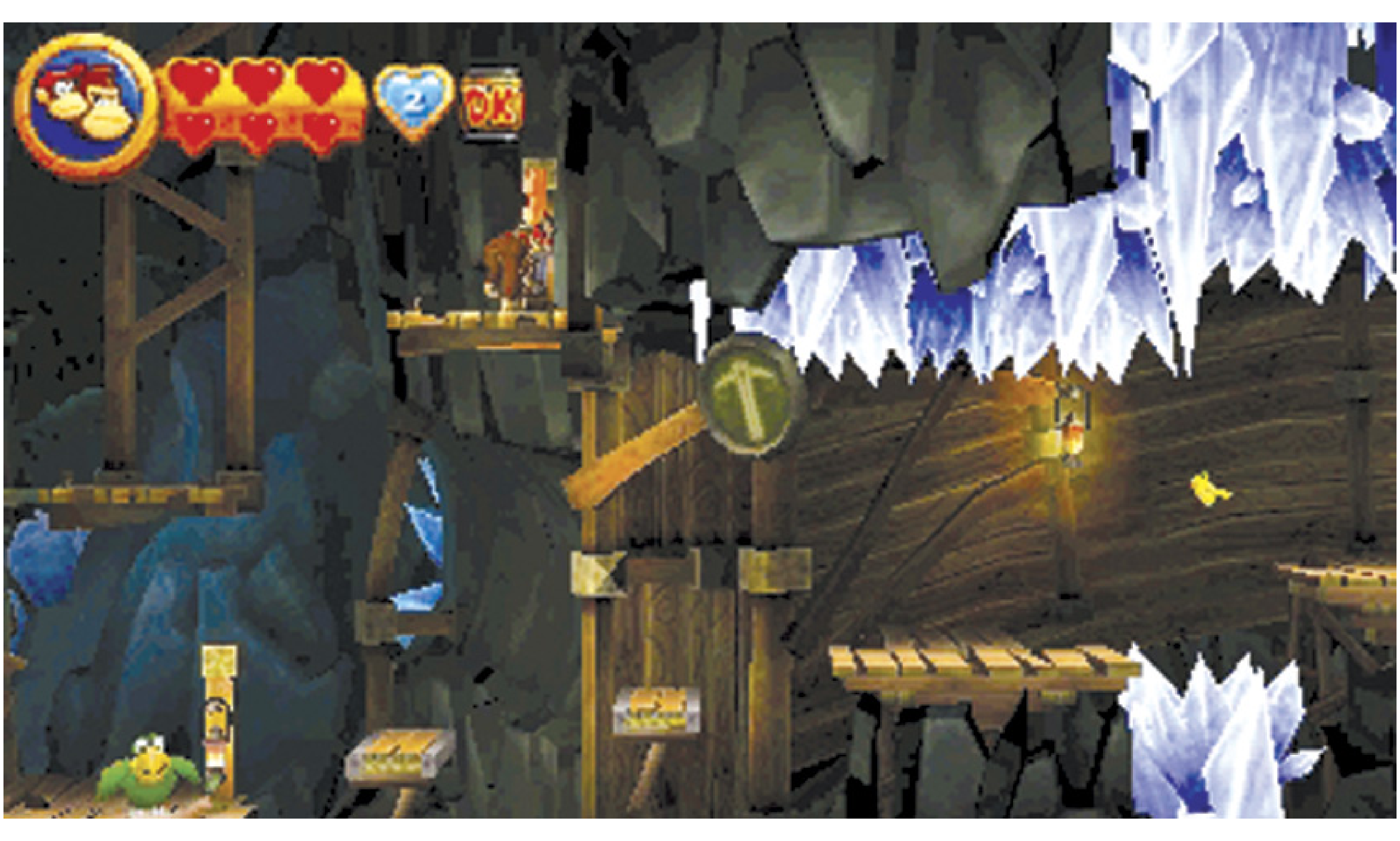


① First of all, a fair warning: this is another mine cart level, and by now you're probably very well aware of how great a test of reflexes and patience these can be. In addition to the usual last-second jumps just before barreling into an obstacle, you can expect crystaline spikes over your head to play a role at forcing plenty of quick restarts, not to mention the presence of the Mole Guards lobbing bombs at you from the background.

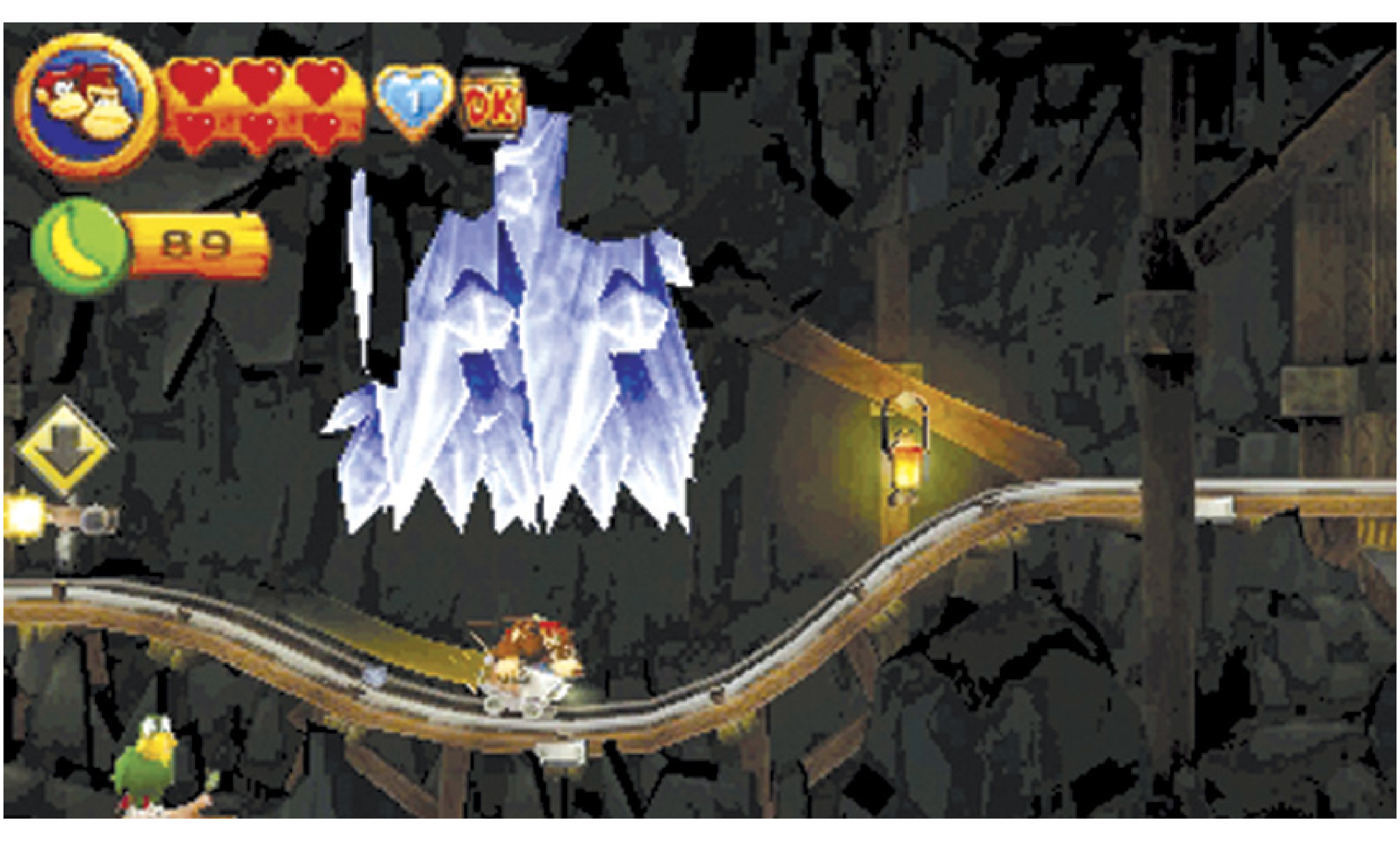
The moment DK arrives at the level start, move to the left and pound next to plant at the edge of the platform to reveal the first Puzzle Piece of five.



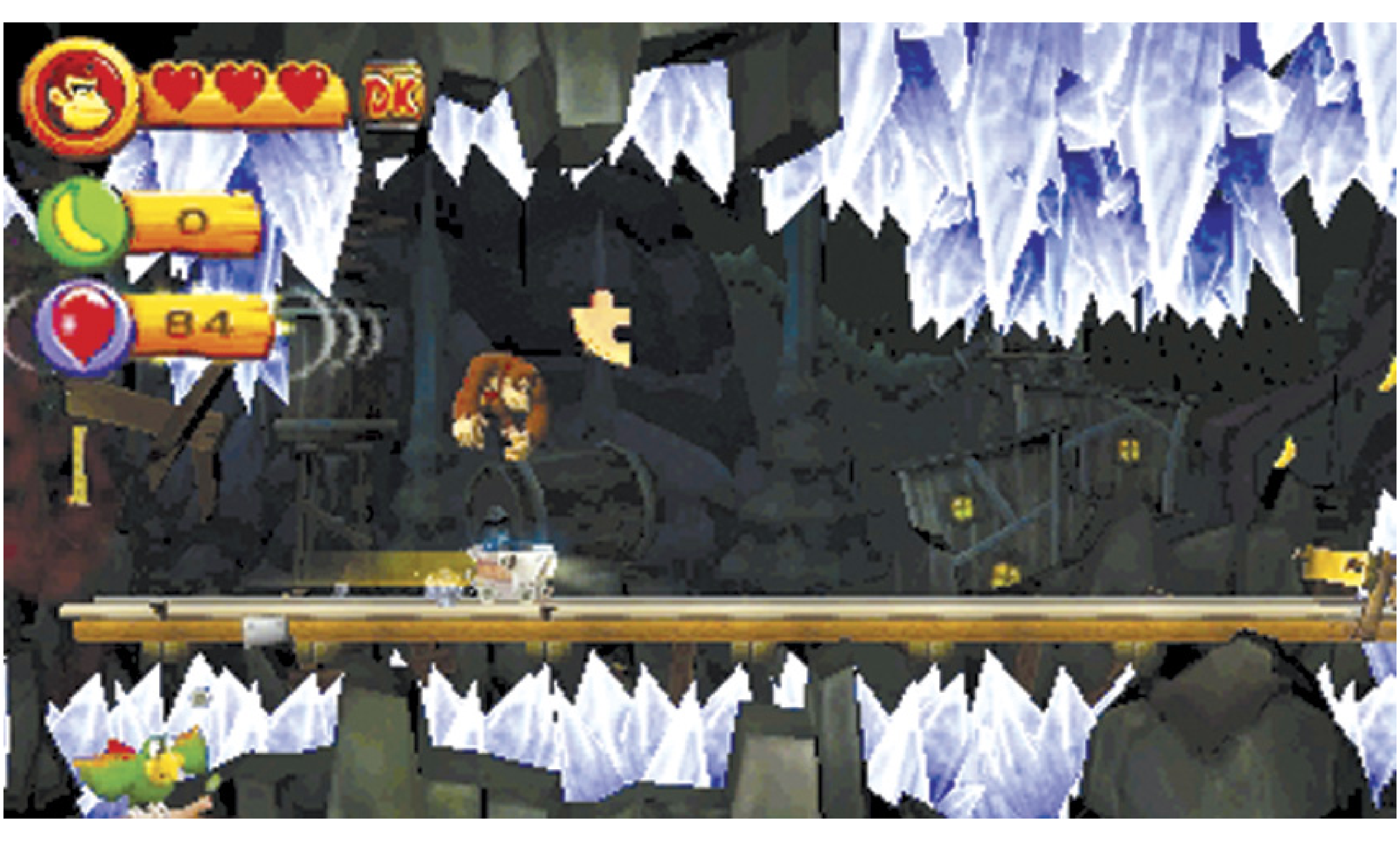
② Not long after the first checkpoint you reach, you'll pass under a spiked rooftop with falling crystals destroying parts of the walkway. Shortly after surviving that, you can find a poundable set of wooden boards that will land you in a cannon that can take you to a bonus chamber where you'll recover Puzzle Piece two.



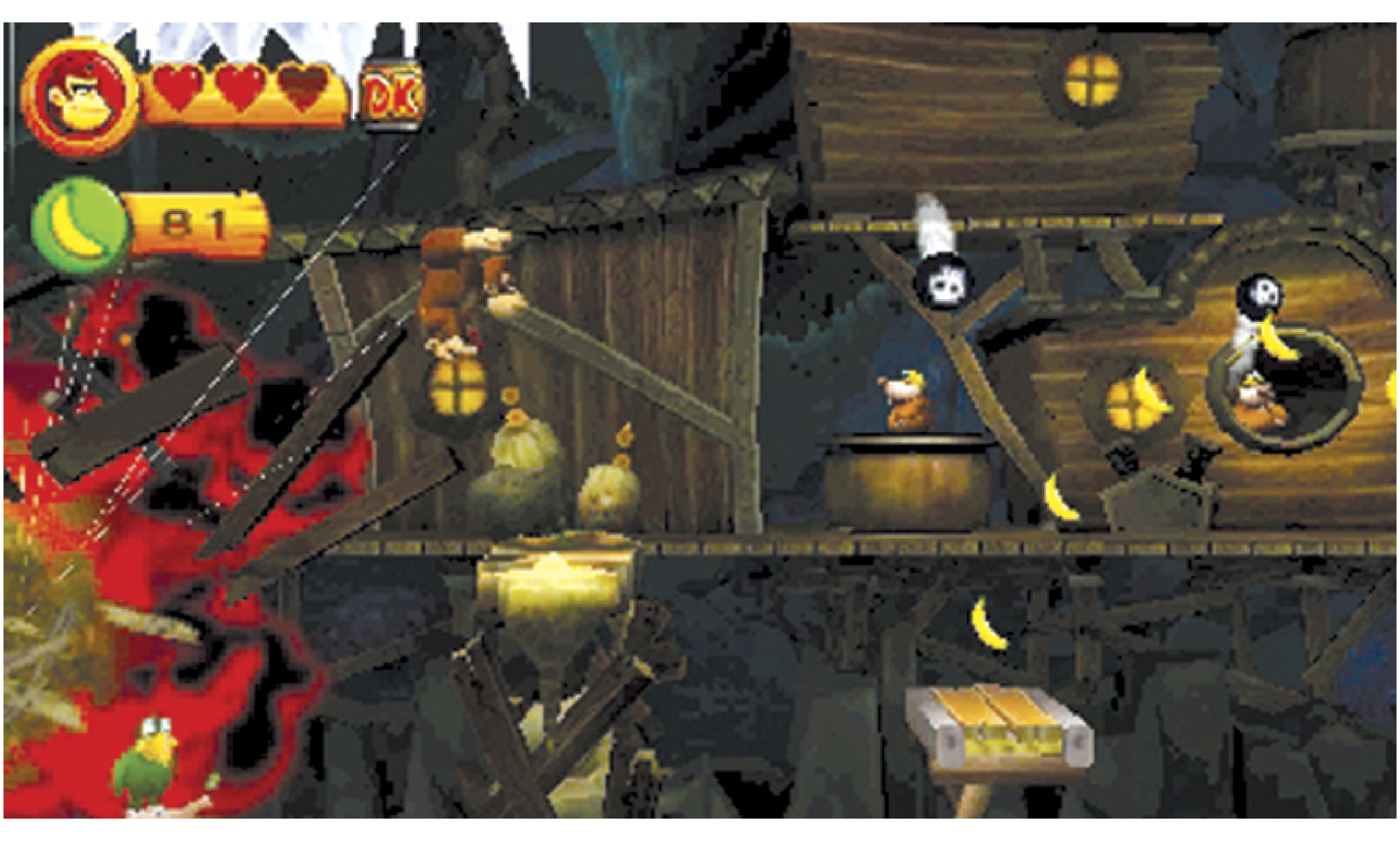
③ Puzzle Piece three is a bit trickier to recover. You'll have to make use of the group of Squeeklies flying in from the left side of the screen after you return from the bonus chamber. These enemies can help boost you to a ledge where a lantern can be blown out to reveal the piece.



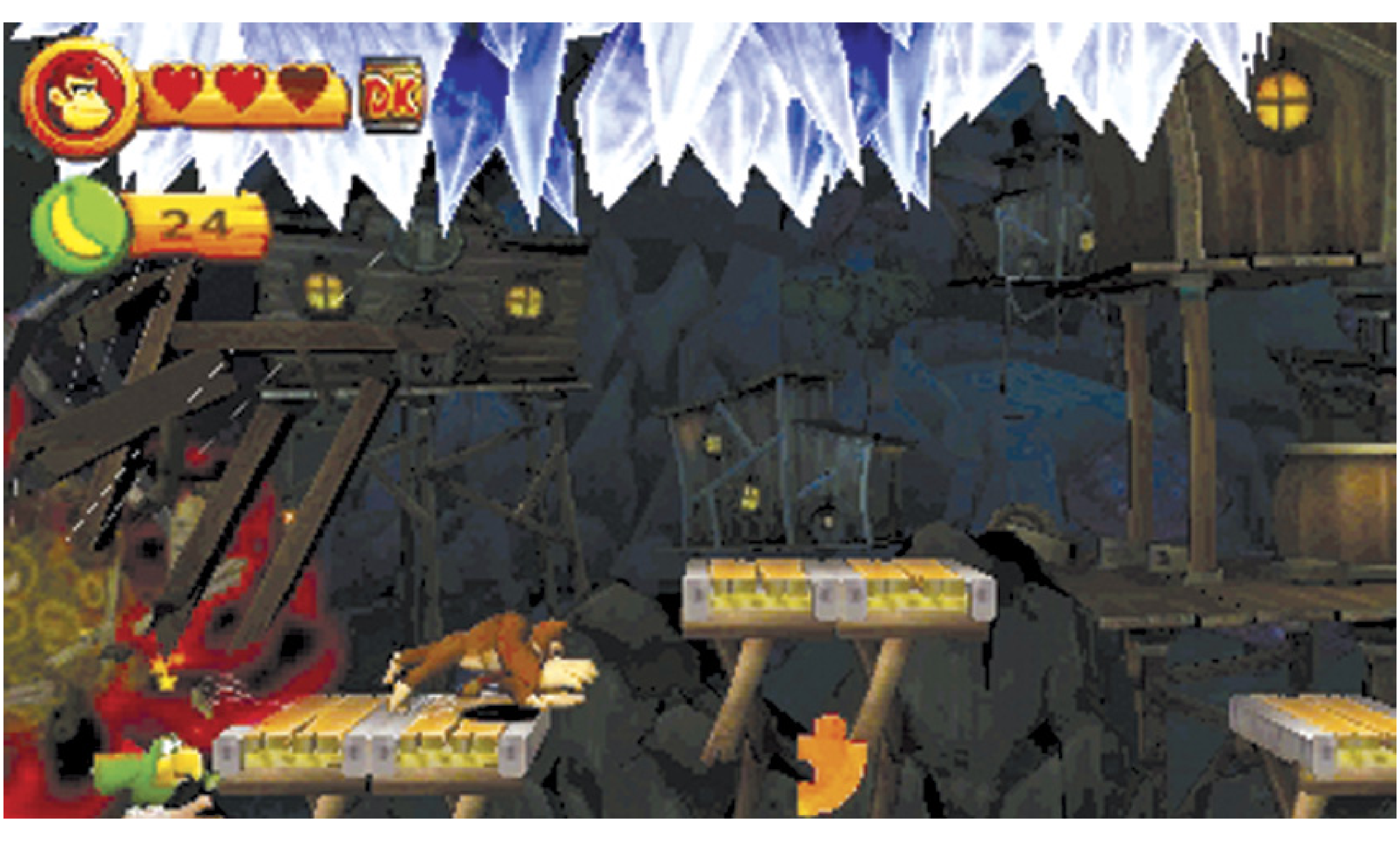
④ The second checkpoint heralds a brutal series of tough jumps and crouches as you try to avoid crystals and falling to your doom. There are few places in this level that will force as many attempts as the first moments on the mine cart after this checkpoint.



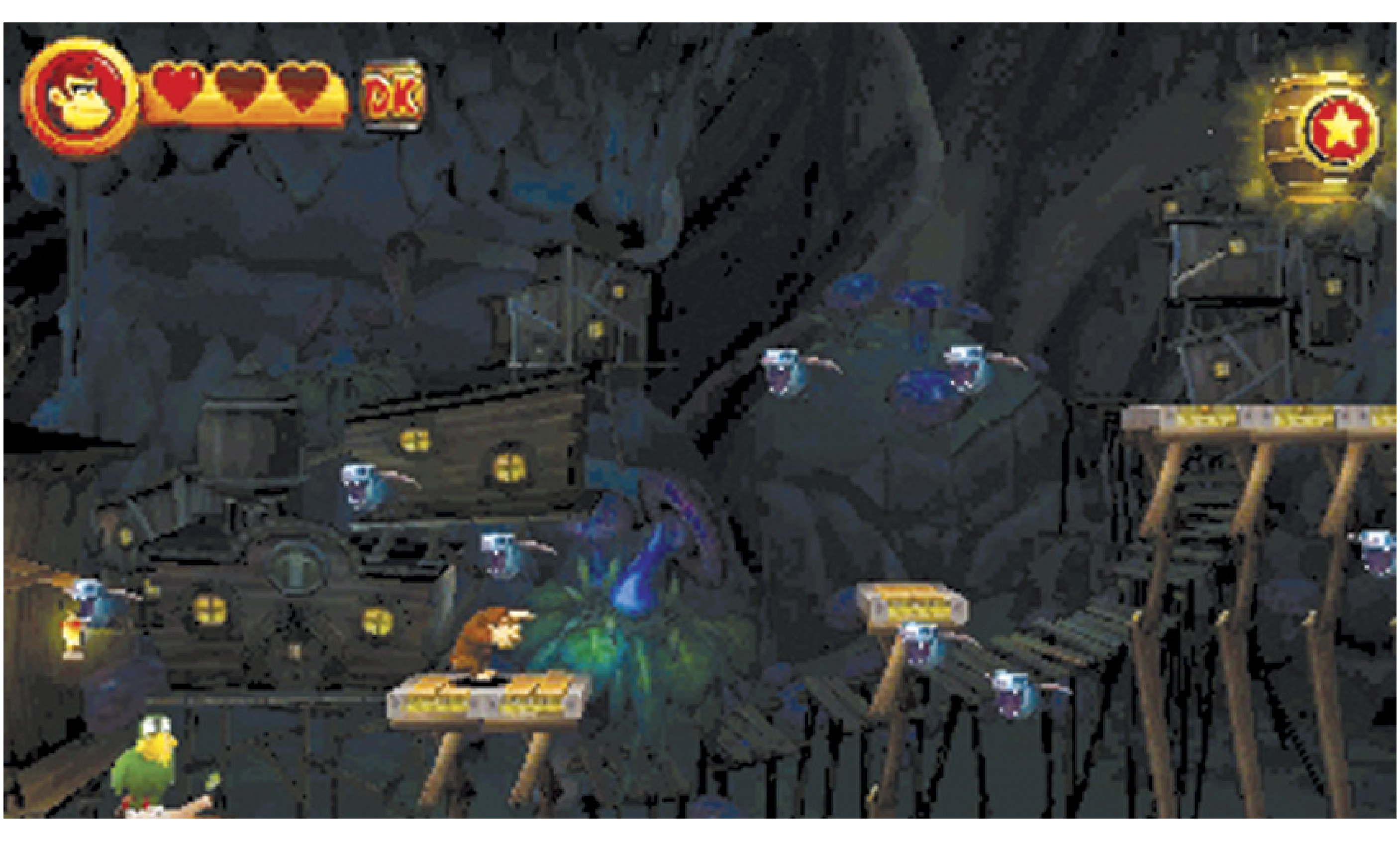
⑤ The fourth Puzzle Piece is just after the initial gauntlet you might have retried numerous times. Don't forget to jump up to snag it!



⑥ The Mole Guards return as you pass the third checkpoint, lobbing constant barrages of bombs at you from the background. Further complicating things is the fact that you'll start having to move even faster as the platforms start collapsing the moment you touch them.



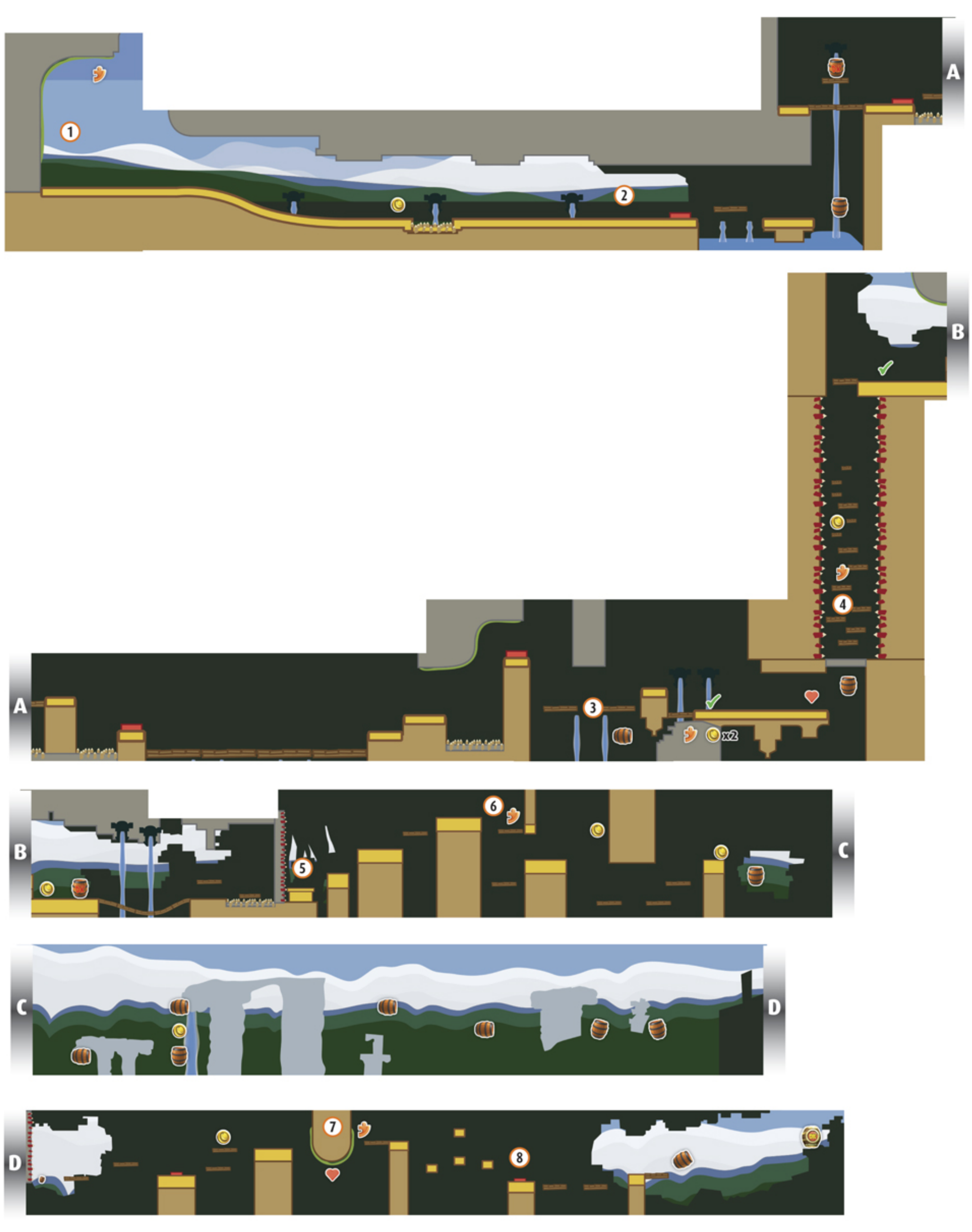
⑦ The last Puzzle Piece is located underneath one of the platforms you'd naturally try to jump on as you advance forward. You'll have to roll-jump to retrieve it and safely continue advancing through the level, but be careful about the crystal spikes overhead!

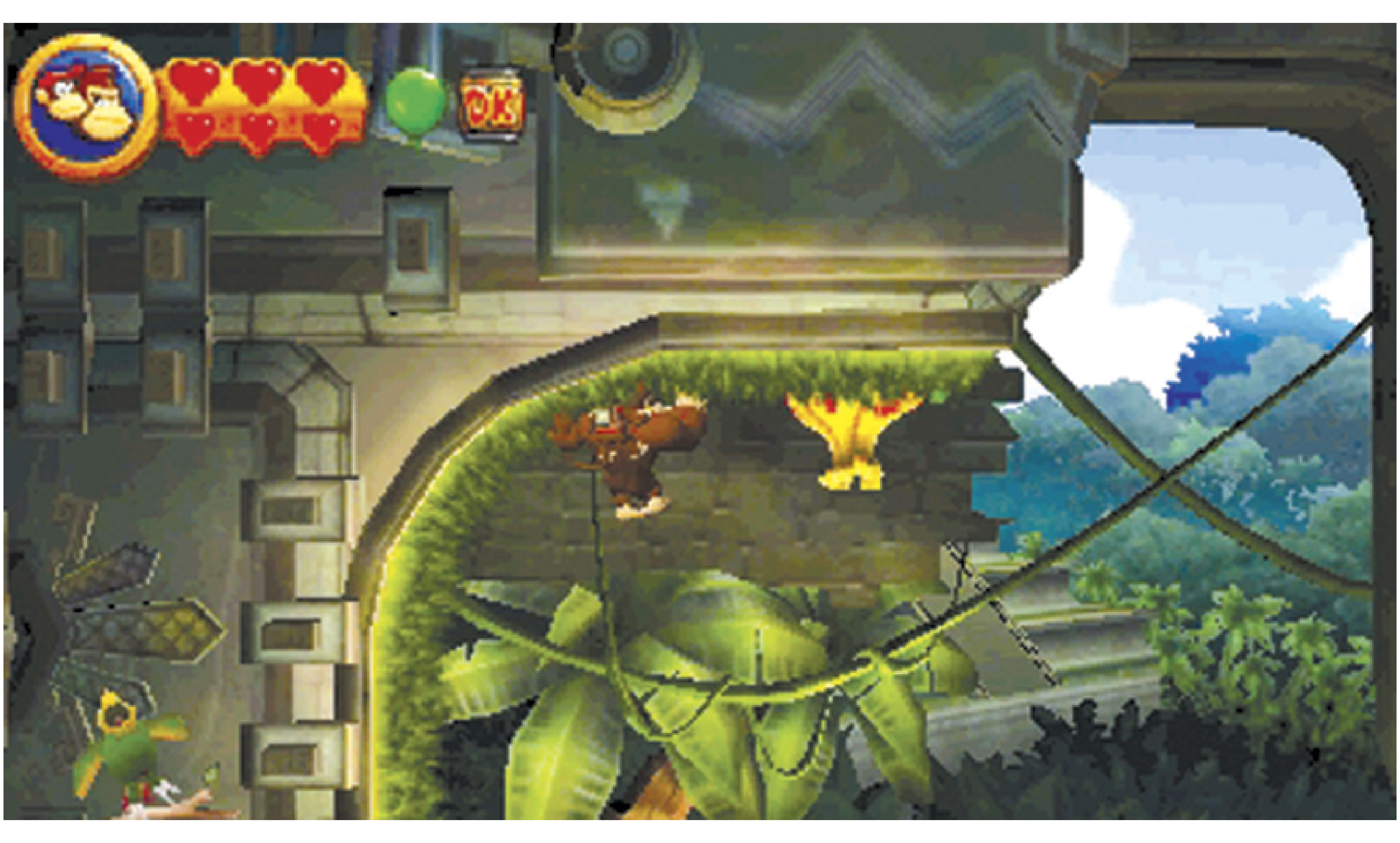


⑧ The final series of platforms leading to the Slot-Machine Barrel get rushed by a large squadron of Squeeklies making one last attempt to stop you. The platforms here still collapse after you touch them, so you really can't afford to waste time on these guys.

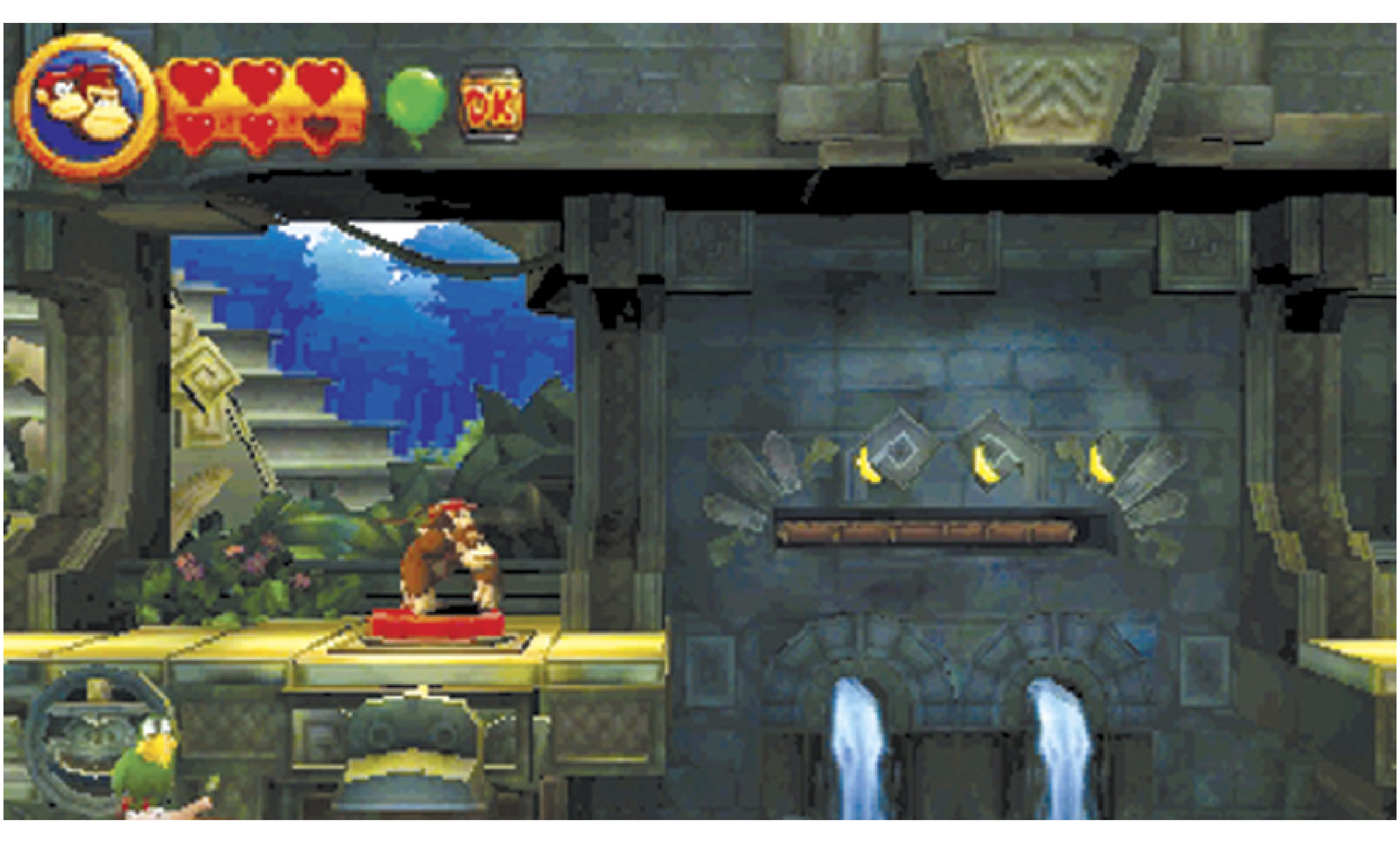
World 9

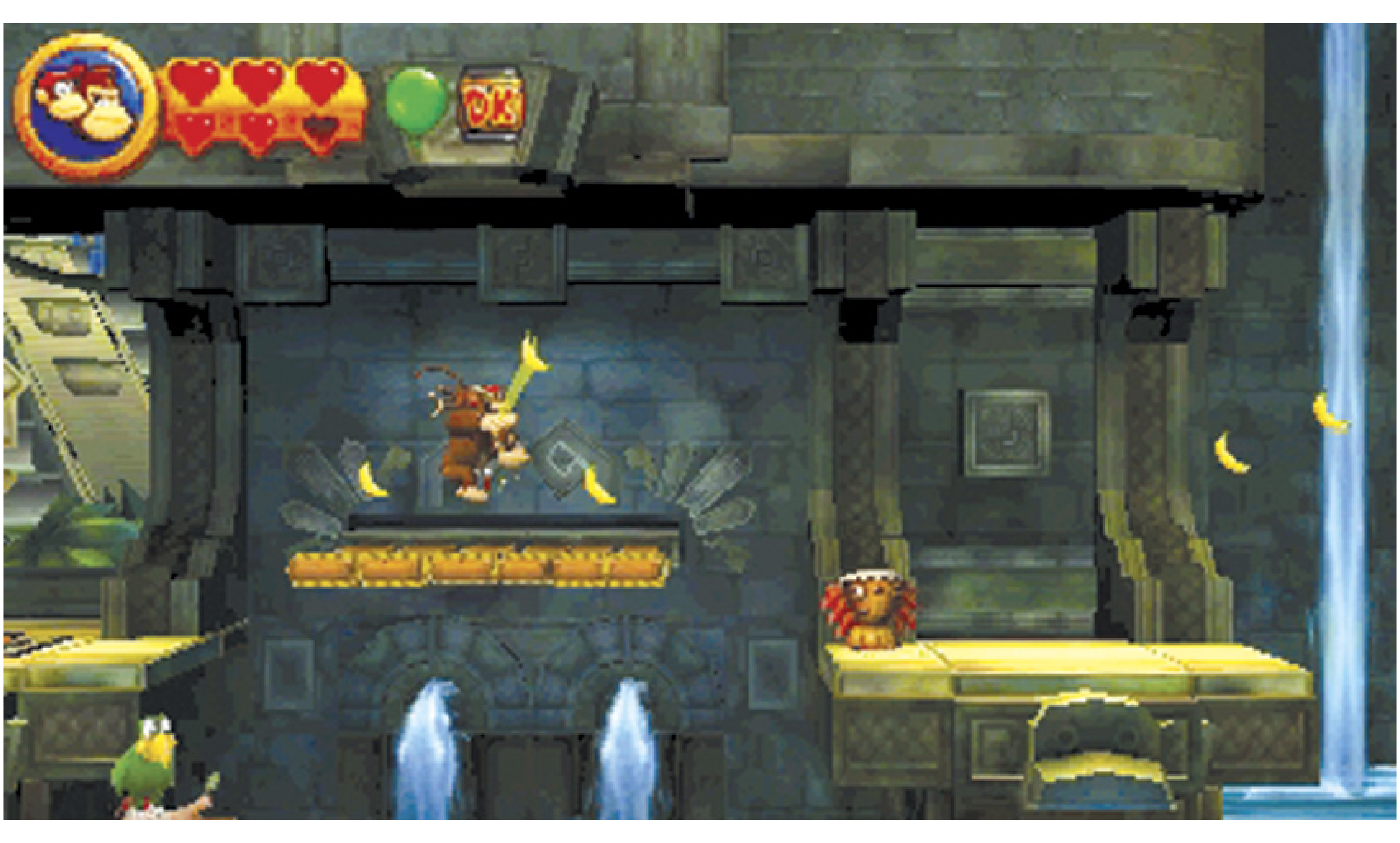
Spiky Surprise



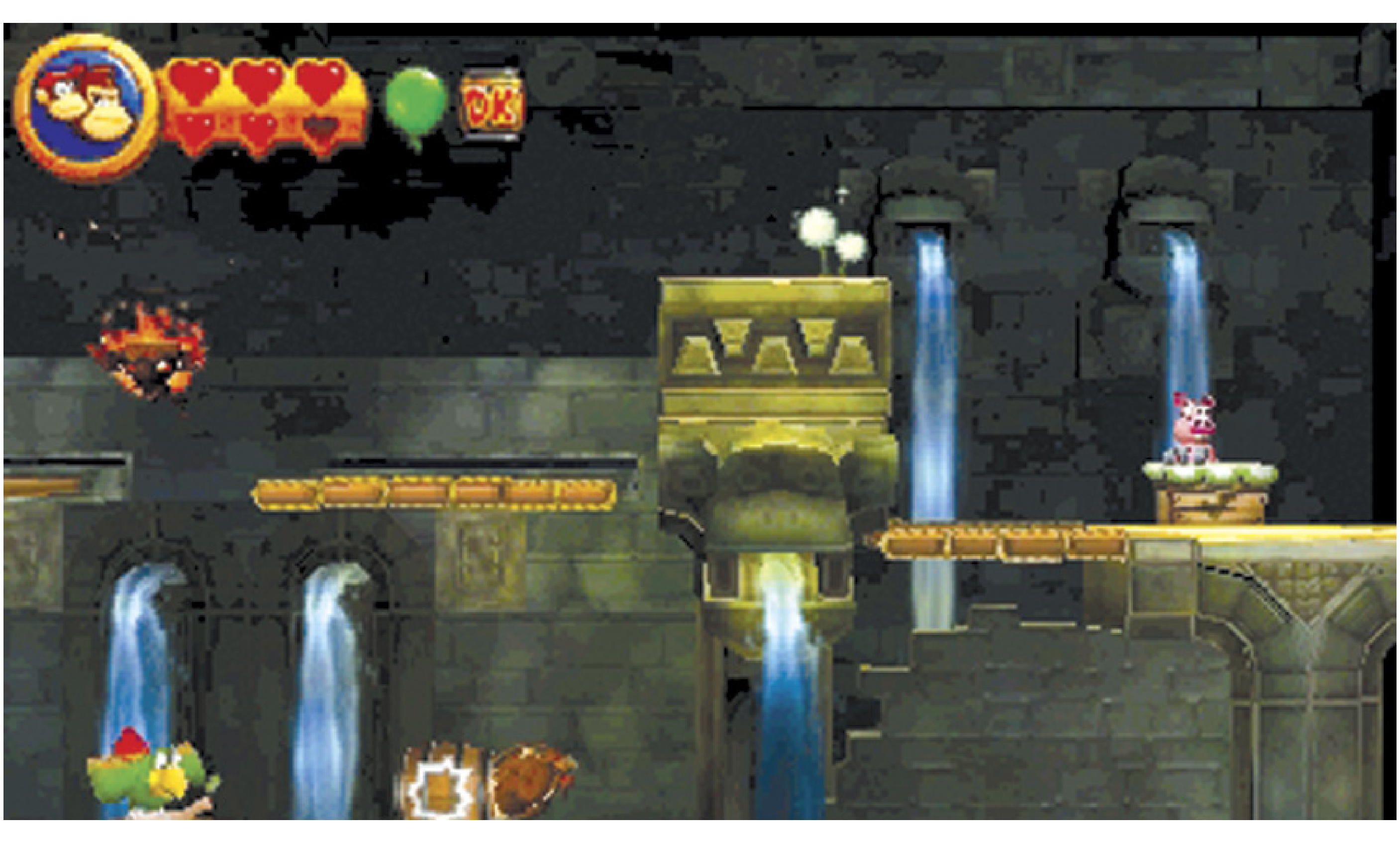


① Right away, you can locate the first Puzzle Piece by climbing up the wall to the left of your starting position. Pound the gourd at the end of your climb to release the piece.

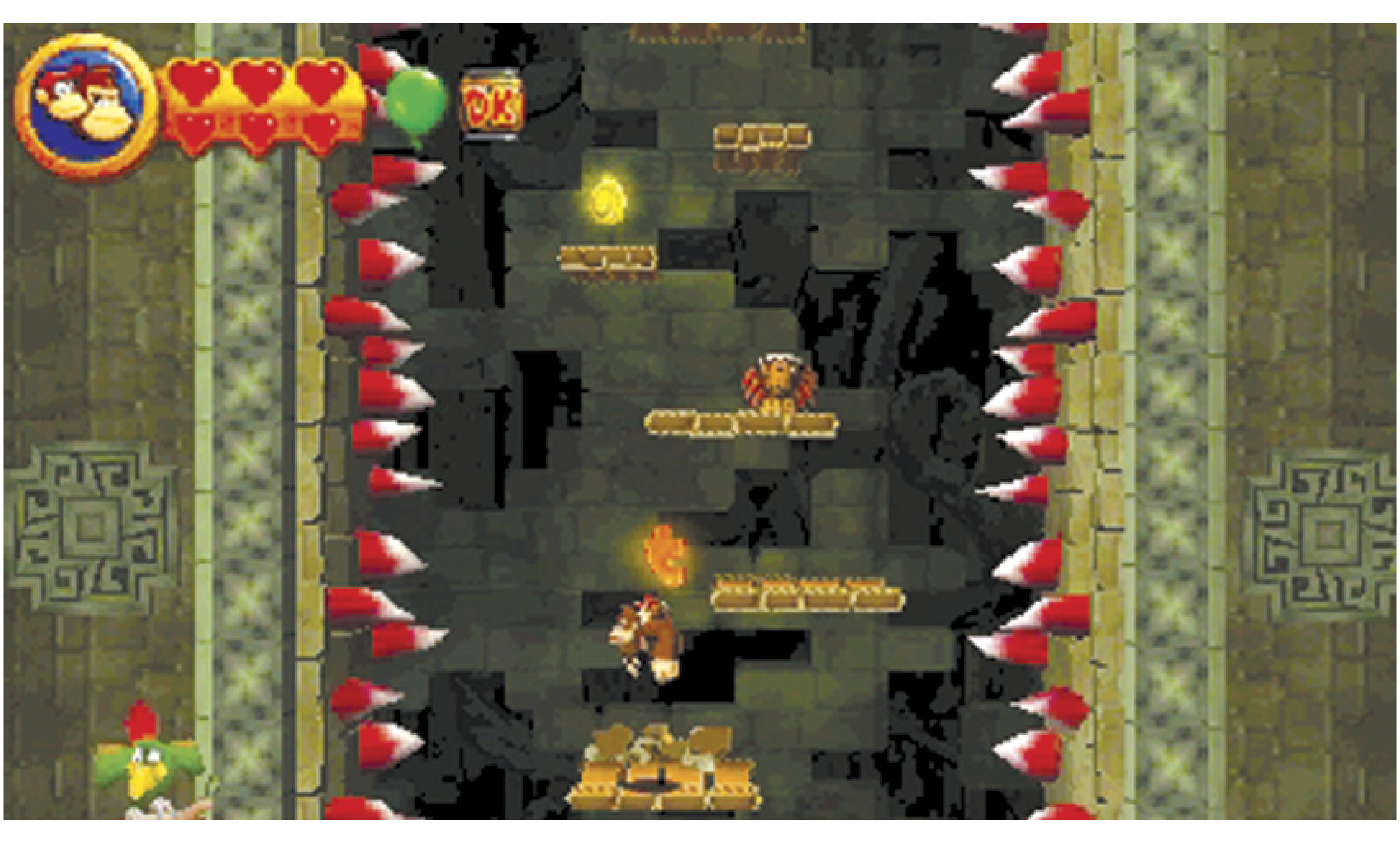




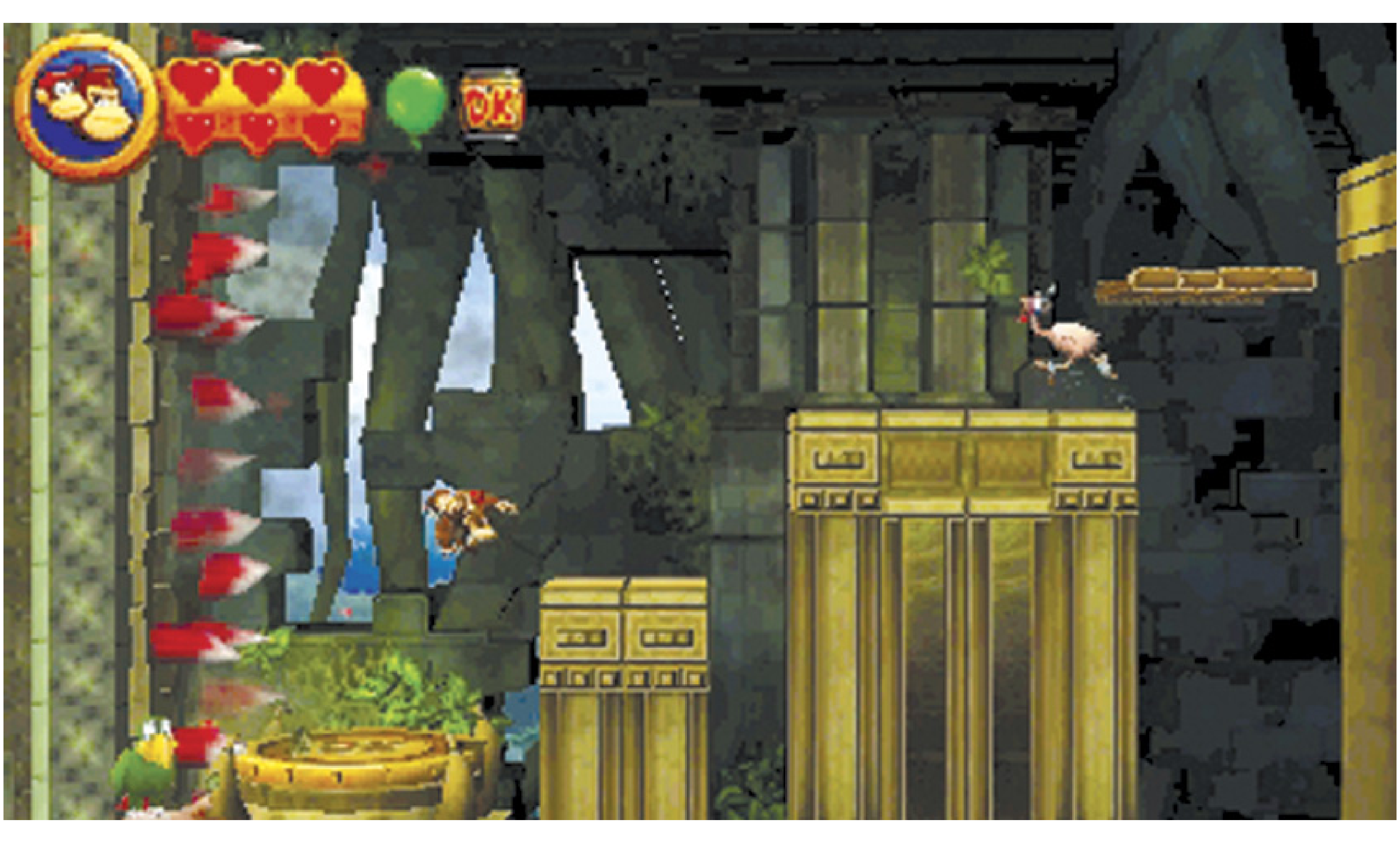
② Large chasms in this level are preceded by red switches. Press the switches to cause platforms to appear for a limited time. Be careful as you cross them; in addition to your time limit, you also have to be aware of the Tiki Bombers patrolling the area.



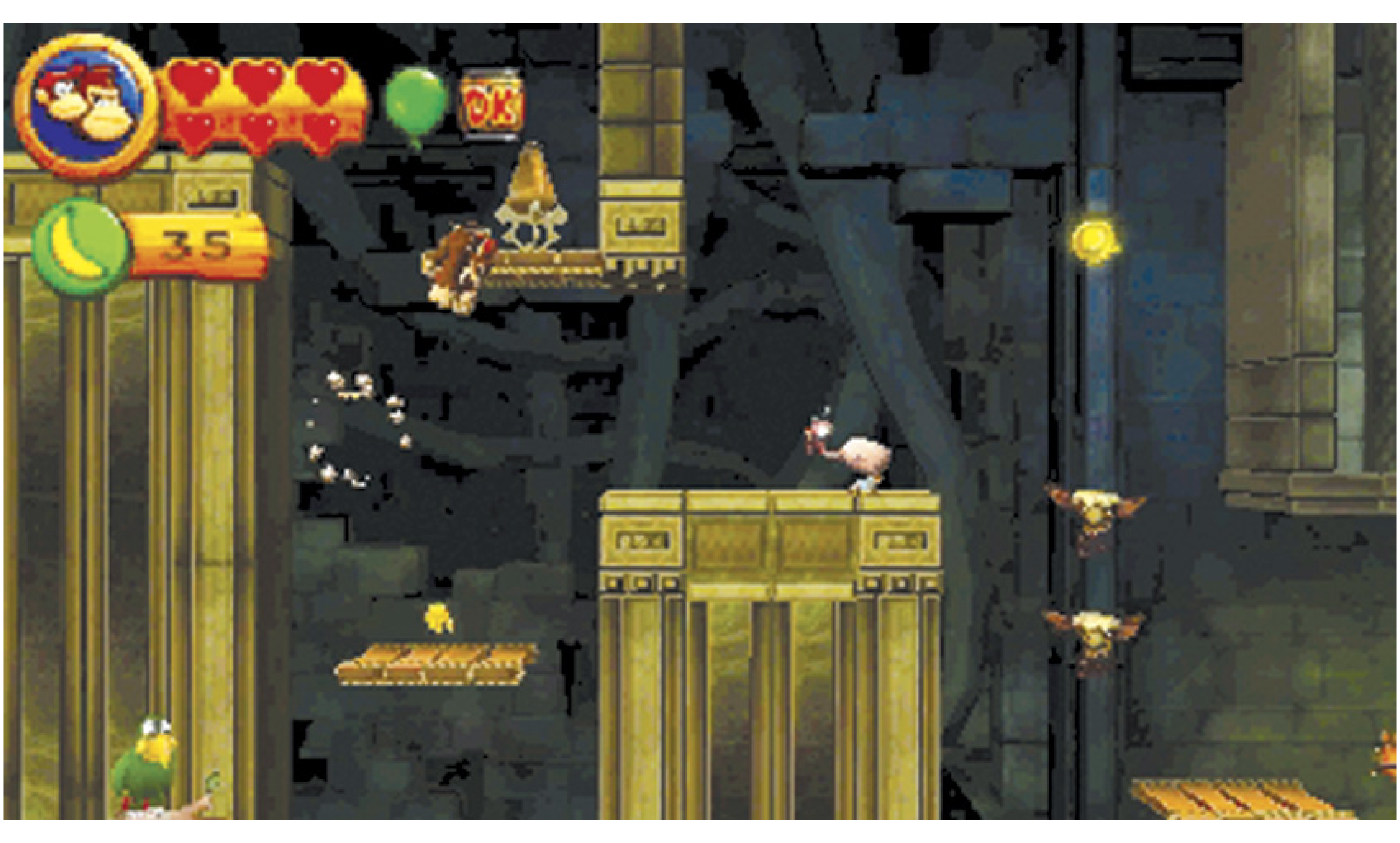
③ Just before the first checkpoint, you'll have to hit another switch to activate more platforms. The second of these platforms is directly above a hidden Barrel Cannon that launches you into a bonus room. Puzzle Piece two can be acquired here!



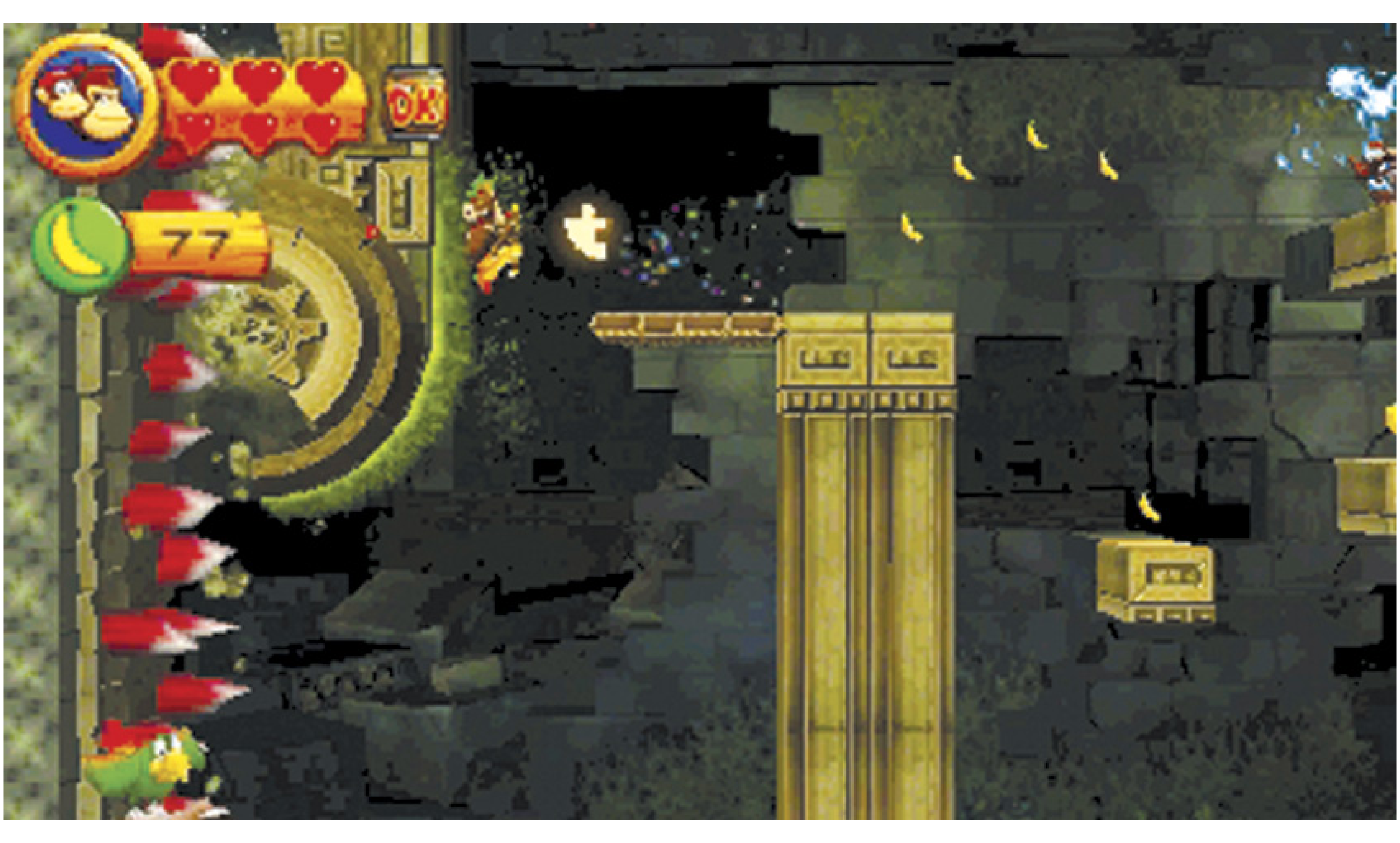
④ Shortly after the checkpoint, you'll encounter a section that requires you to quickly advance up a vertical corridor lined with lethal spikes. Watch out for the patrolling Tikis, but don't move so fast that you don't pound the ground near the first vase you encounter during your climb. Puzzle Piece number three is now yours!



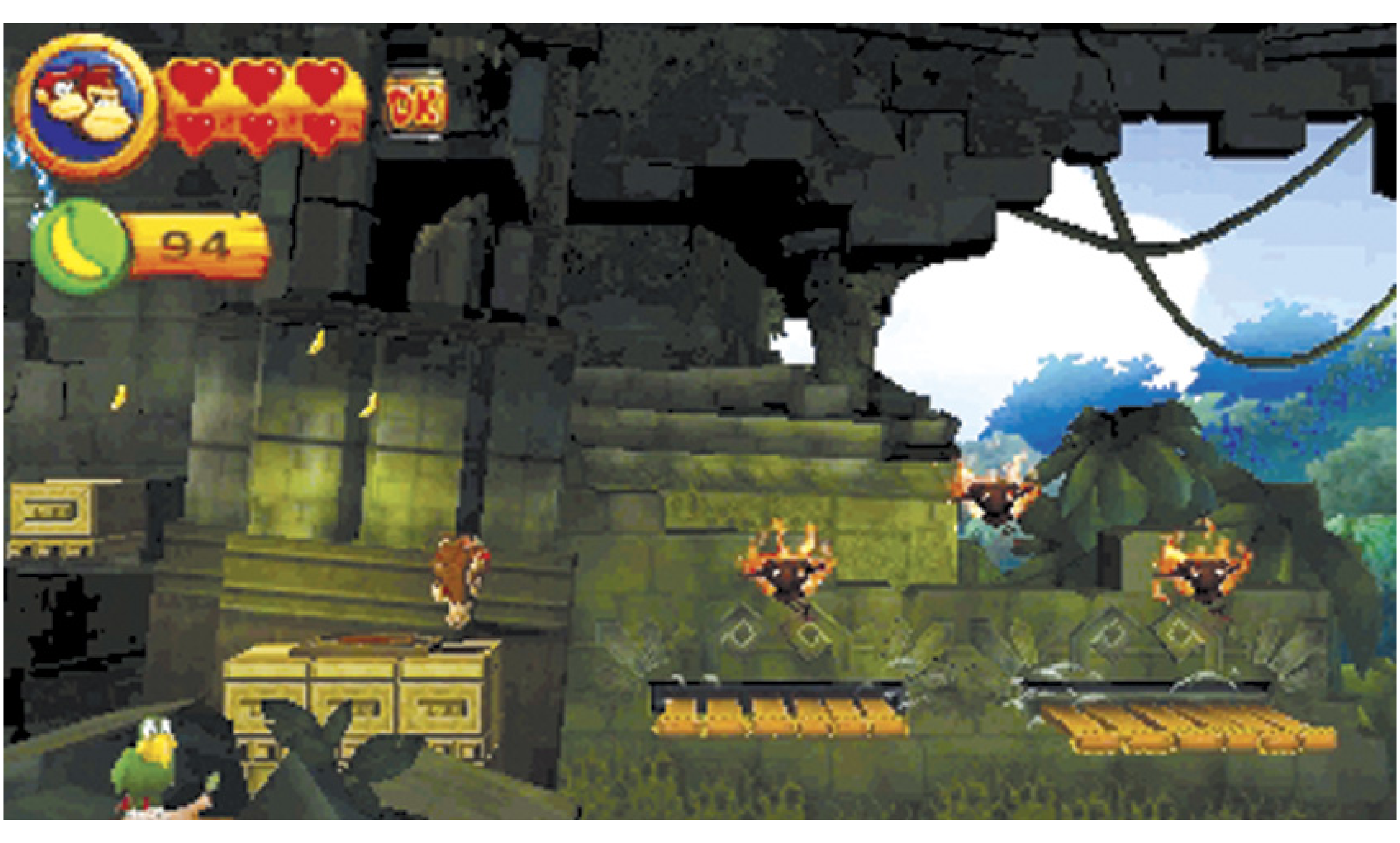
⑤ The second checkpoint is just before a long scrolling section that is started by pounding a large DK button. This triggers a large spike wall to appear behind you and start giving chase. If it catches you, it's back to the checkpoint!



⑥ In your haste to evade the oncoming spike wall, it can be easy to miss this poundable vase that contains the fourth Puzzle Piece. Now get moving! You'll eventually reach another Barrel Cannon that will take you to a short cannon sequence suspended over a chasm.



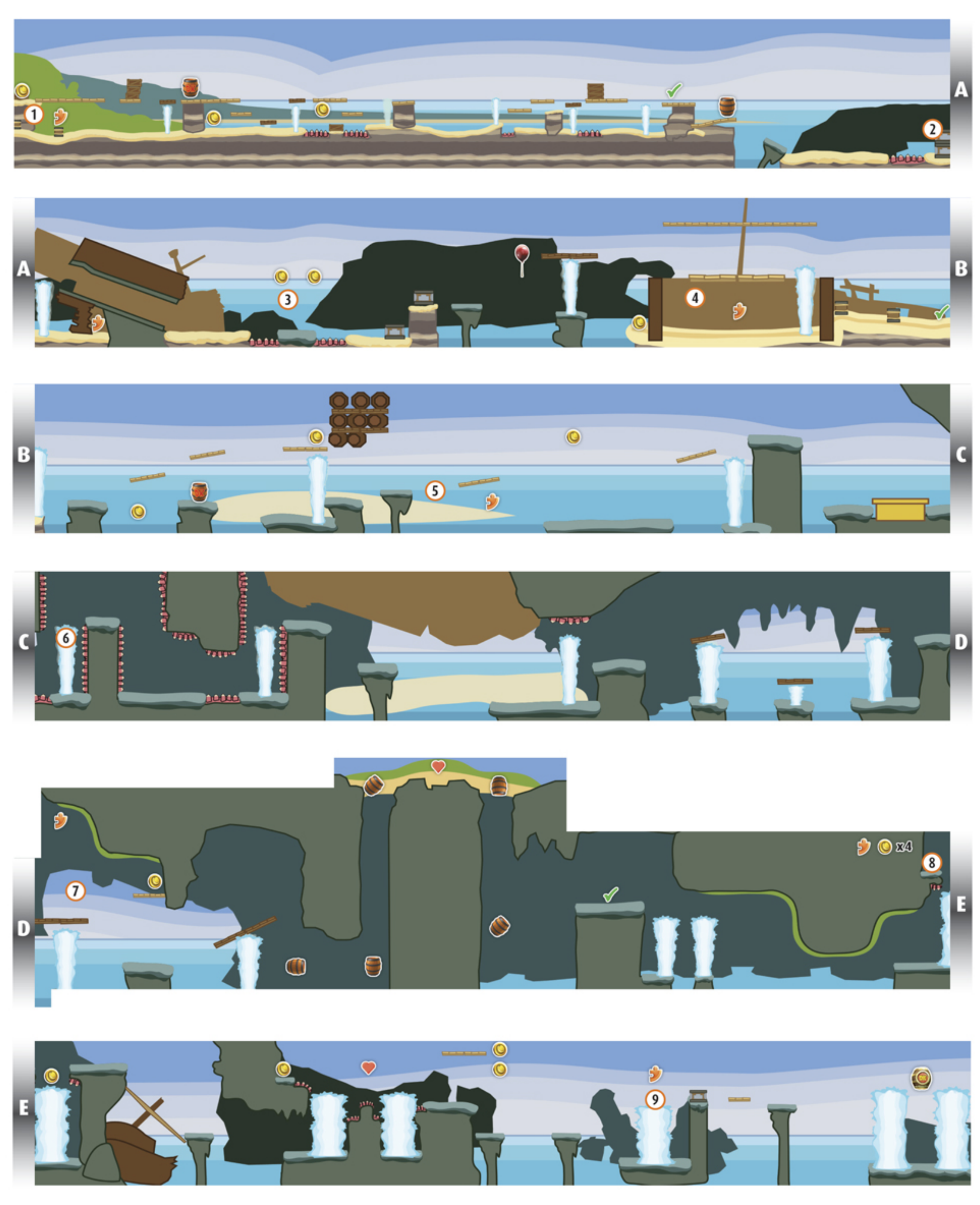
⑦ After the cannons deposit you back inside the temple, you're back on the run from the spike wall. Once again, your haste to escape can easily make you miss the last Puzzle Piece. You'll find it inside a gourd mounted on a wall you have to cling to in order to continue the escape from the advancing spikes.

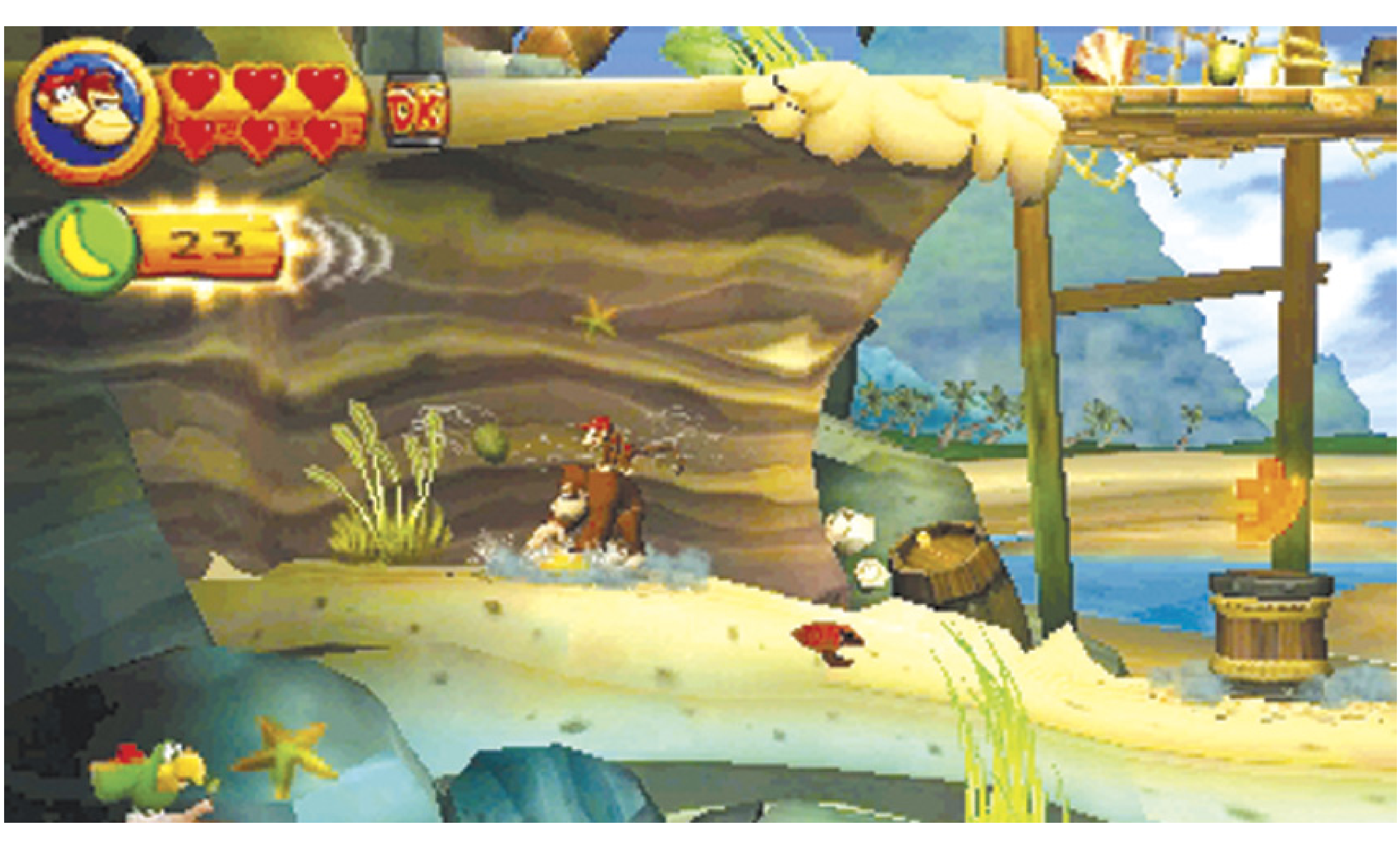


⑧ The final red switch represents the home stretch. Carefully avoiding the various Tikis, run and leap as fast as you can until you reach the final Barrel Cannon that will launch you to the goal. Don't hesitate! The wall of spikes can still get you even while you're inside the barrel.

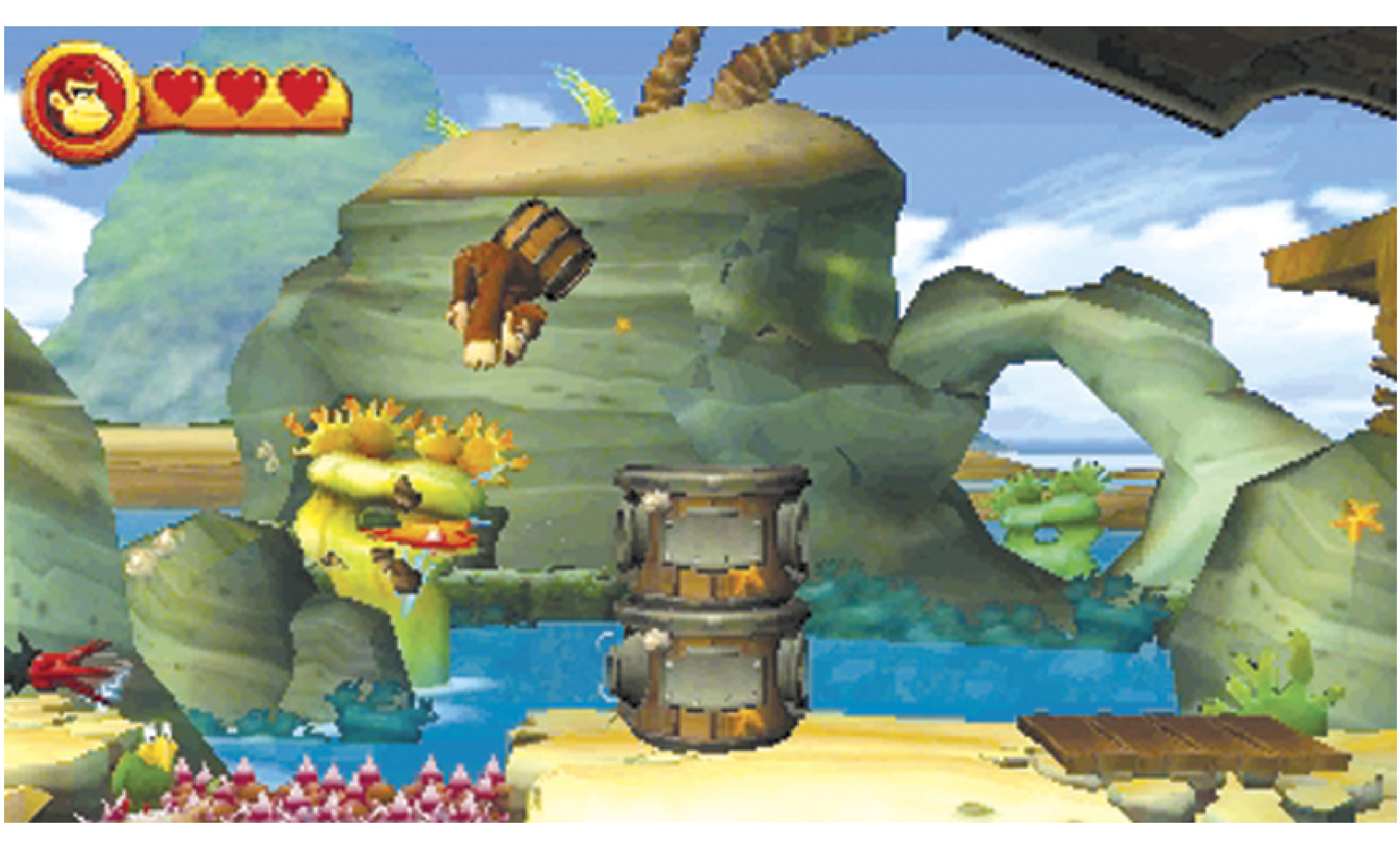
World 9

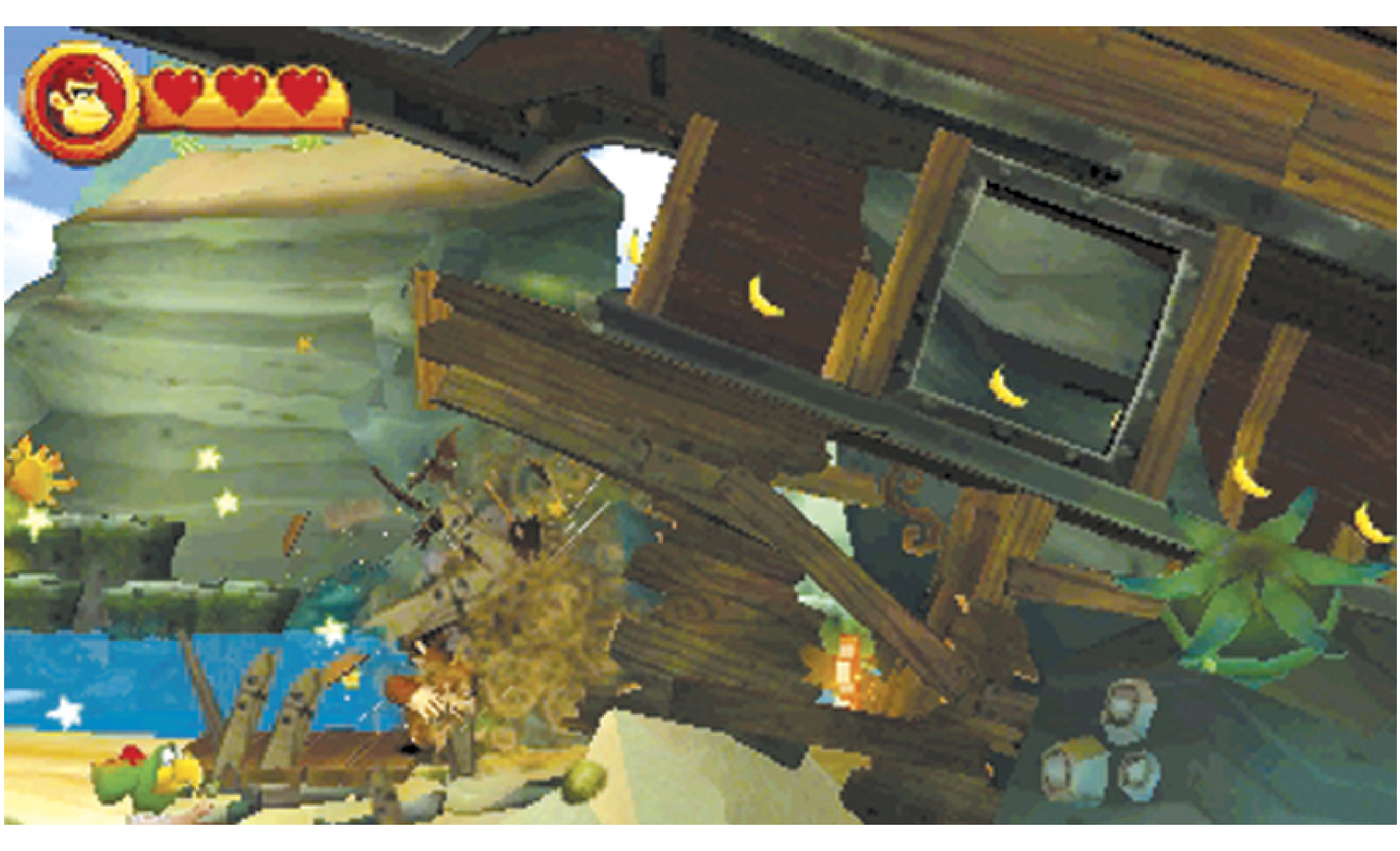
Gushin' Geysers





① The first Puzzle Piece is directly under where Donkey Kong crashes onto the pier to begin the level. Move forward from the starting point until you find flimsy wooden boards you can Ground Pound through. This will drop you down to the beach. Now continue to your left until you see a wooden post. Pound it into the ground to raise another nearby post and reveal the Puzzle Piece. Now continue forward until you reach the first checkpoint.



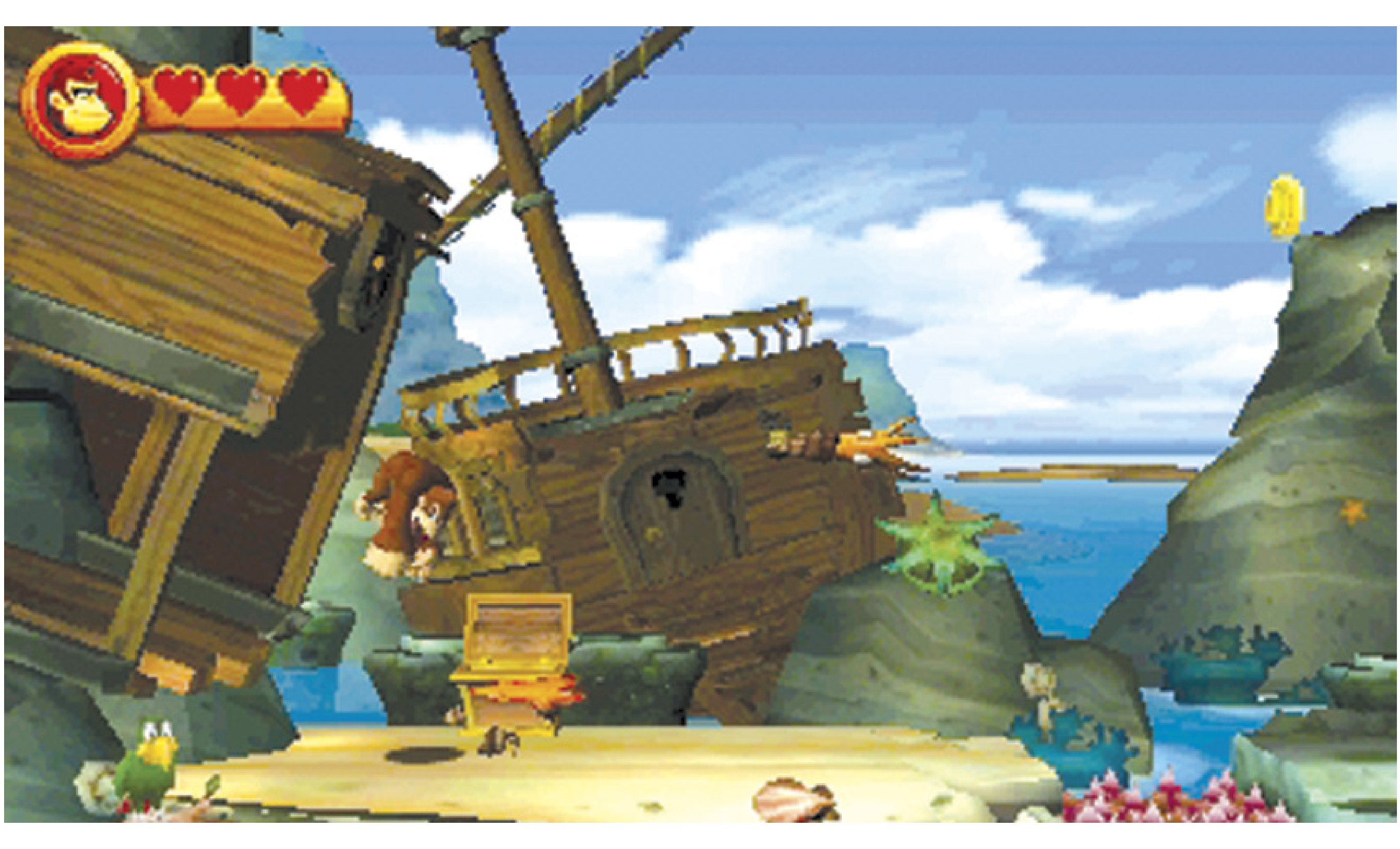


② The second Puzzle Piece is located not very far from the first checkpoint. To get to it, you need to carry a barrel from the ledge just past the checkpoint to break open the wall protecting the piece. However, to get to that wall, you need to get the barrel past a pair of Squid Shot turrets. The upper one is firing Squiddles you can bounce off of. The lower one is firing Electrasquid exclusively. Compounding this is a small spike pit in front of the Squid Shots, making this a tough jump.

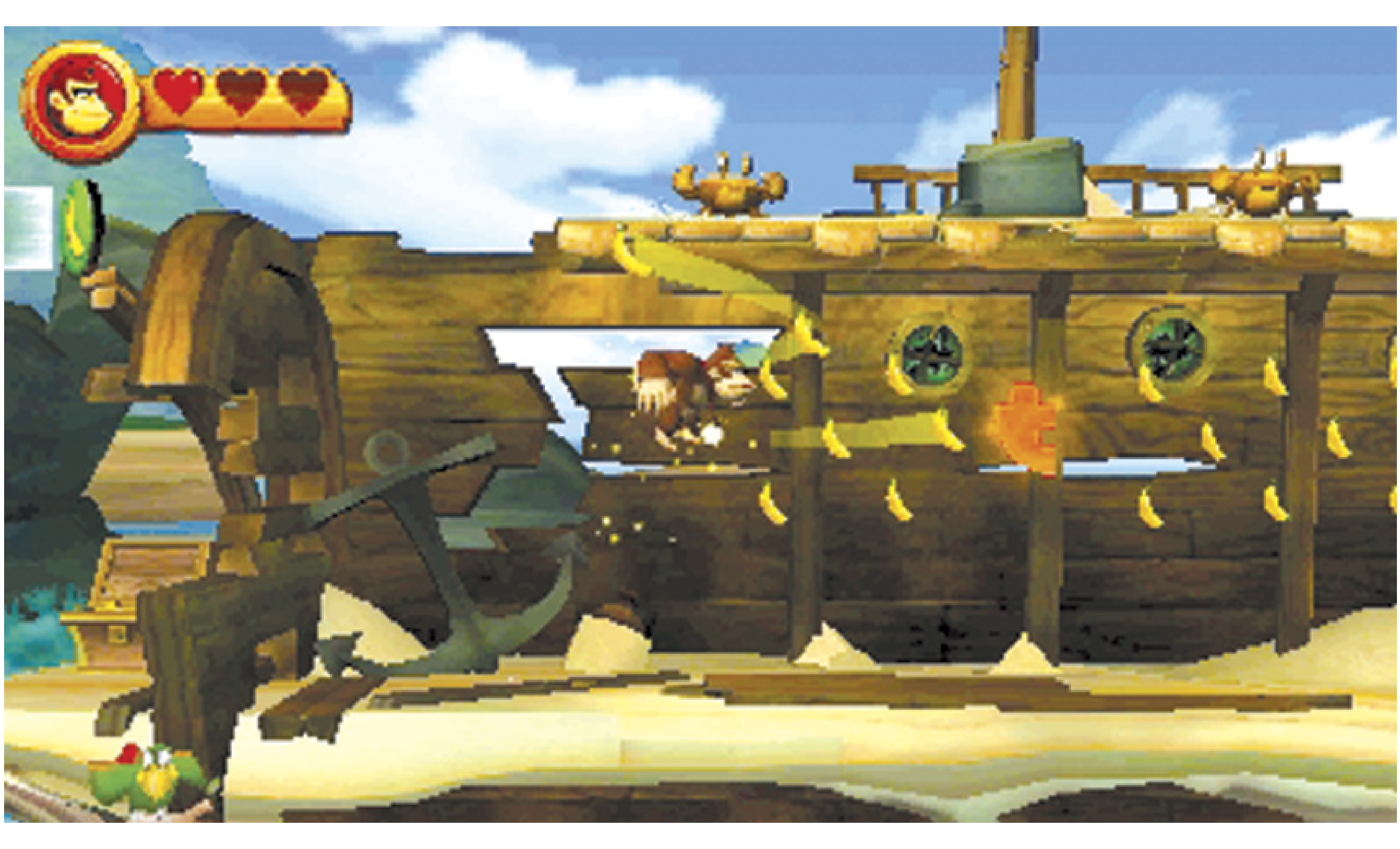
The best way past this is to not hesitate whatsoever once you get the barrel in hand. Jump off the ledge onto the pillar in the middle of the chasm, then advance towards the Squid Shots at full speed on foot. If the timing is right, you can jump just as the upper Squid Shot fires a Squiddles, bounce off of it, and reach the other side of the turrets. Destroy the wall with your barrel and collect your prize.

Tip

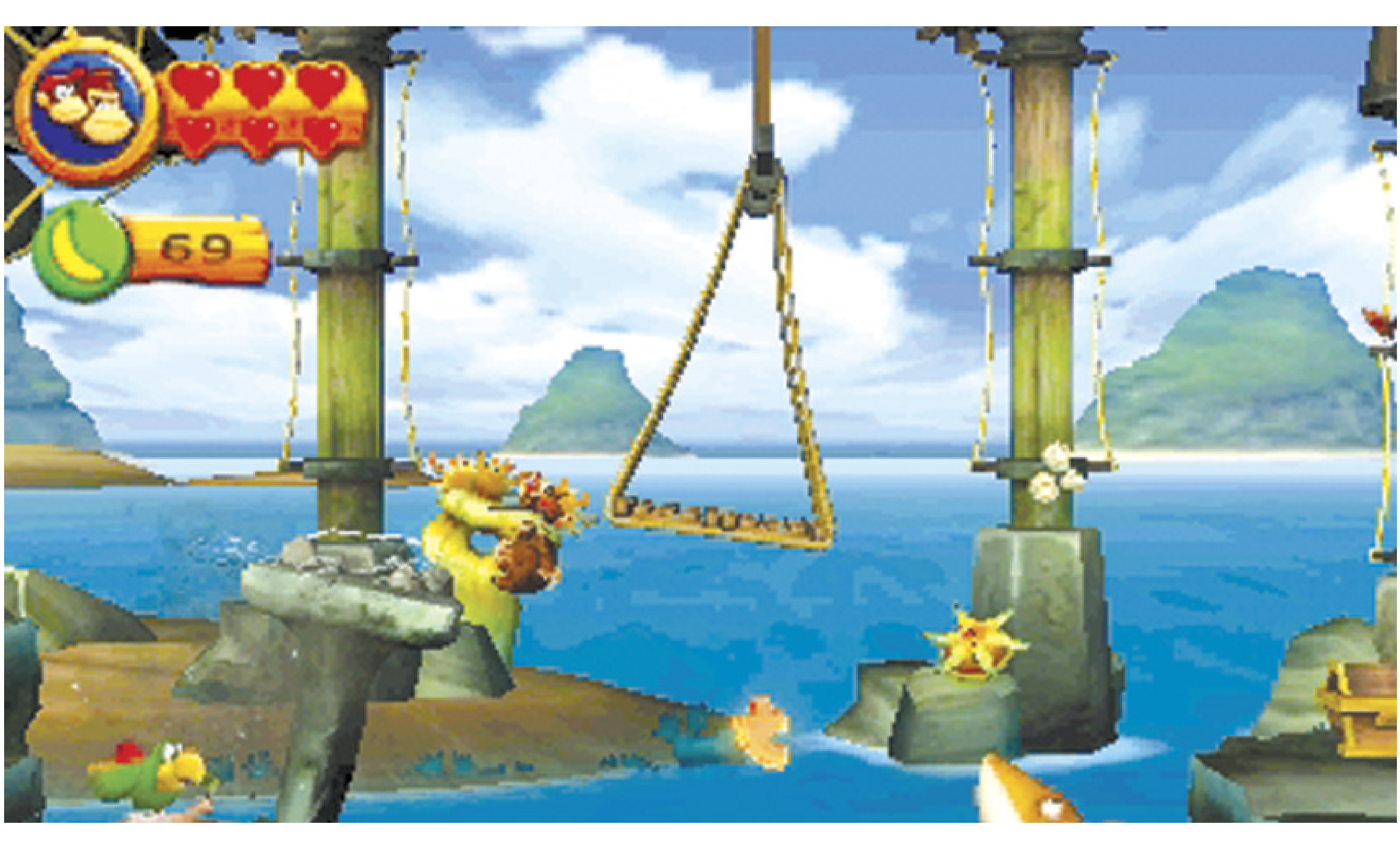
On New Mode you can "cheat" into getting this Puzzle Piece by equipping a DK Barrel from your inventory before entering the level. Get to the wall, and tap the Touch Screen to toss the barrel at it; this is a lot easier than performing gymnastics off the Squiddles.



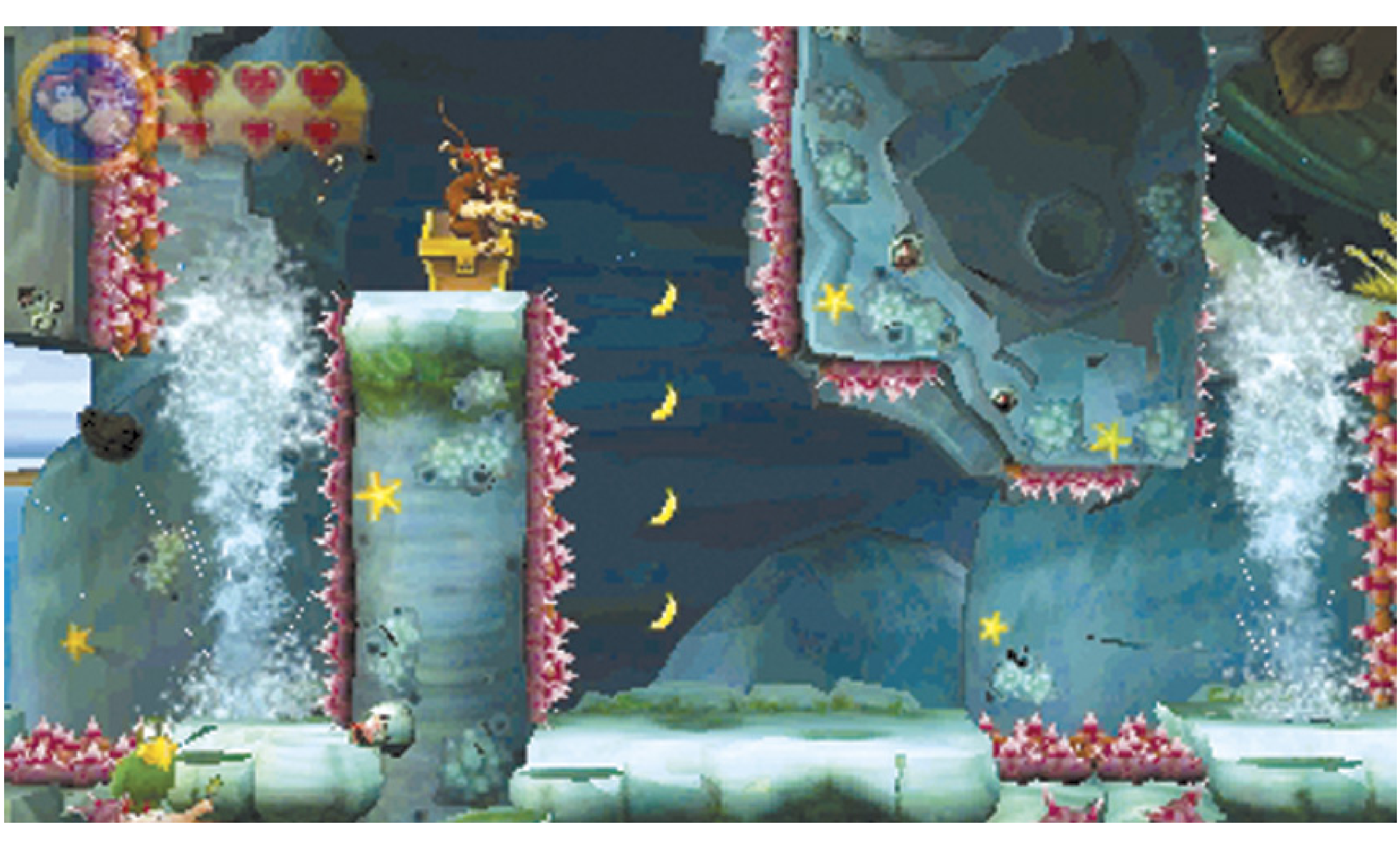
③ This can be a tough little section to get past. Another pair of Squid Shots bombard the area with Squiddles. You can use them to bounce up to the top of a boat wreck above the second Puzzle Piece and collect some bananas. Be careful that your momentum while traveling to the right doesn't dump you into the sea.



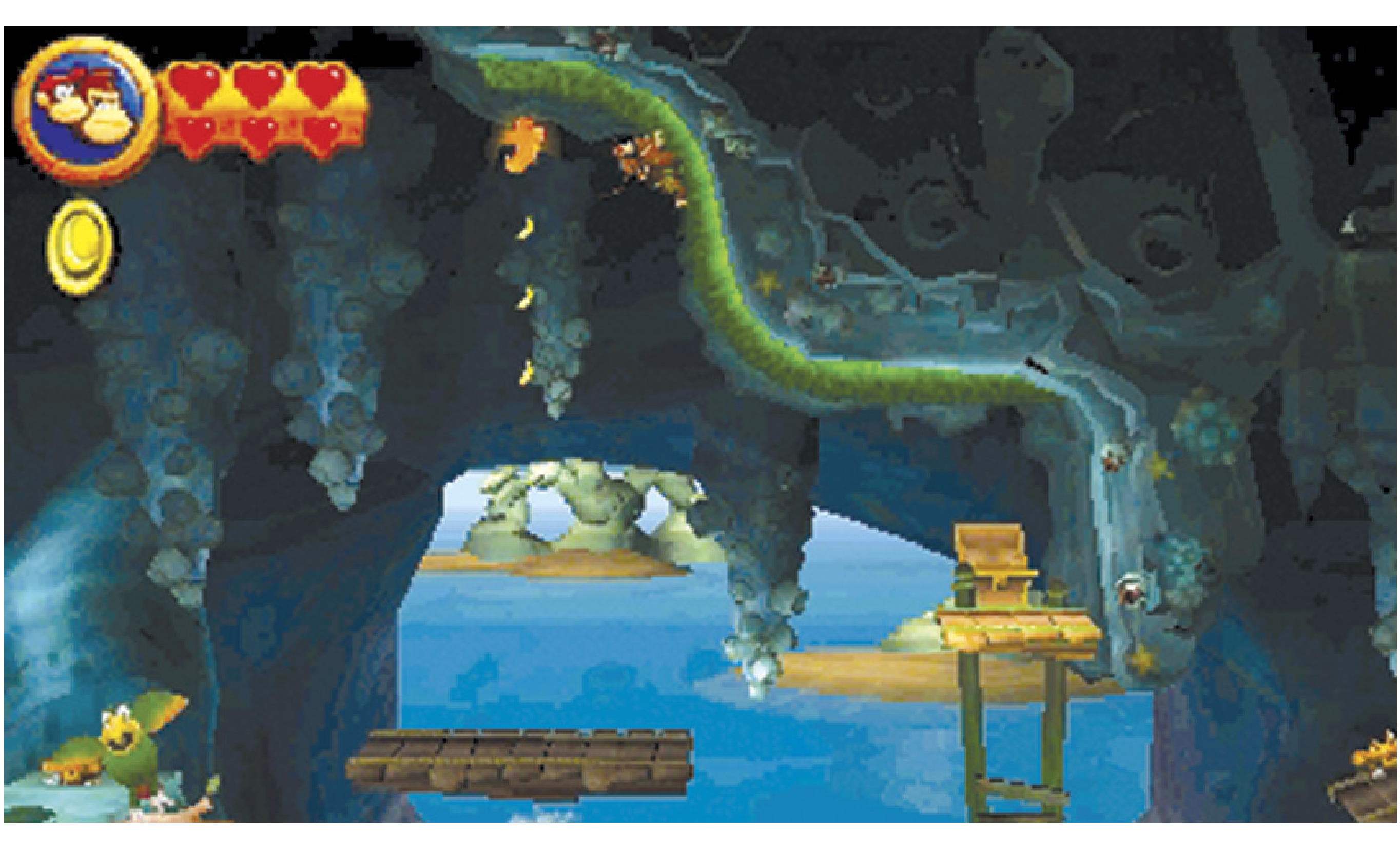
④ You can find the third Puzzle Piece inside another small boat wreck beyond the Squid Shots and the water hazard. Pound on the deck of the boat to crash through it and discover the piece, along with a cache of bananas. You can then Ground Pound on a set of boards on the ground to unleash a geyser that will boost you out of the ship.



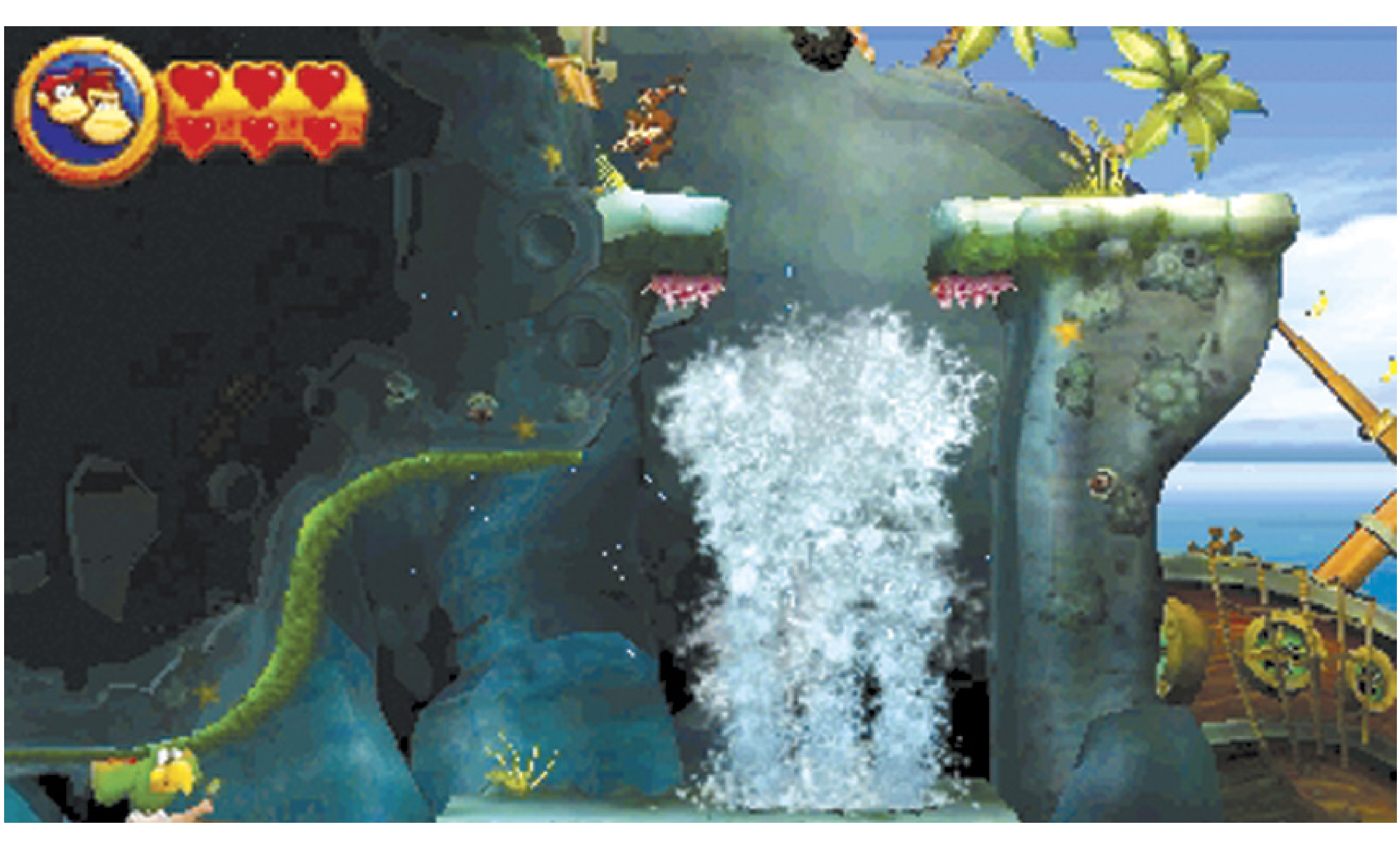
⑤ This is a relatively easy Puzzle Piece to capture. Stand on the crumbling pillar until it tilts forward. This should dump you directly onto the fourth Puzzle Piece. Just be careful that you don't get dumped into the sea, and that you avoid the Jellybob and Nibbles leaping out of the water.



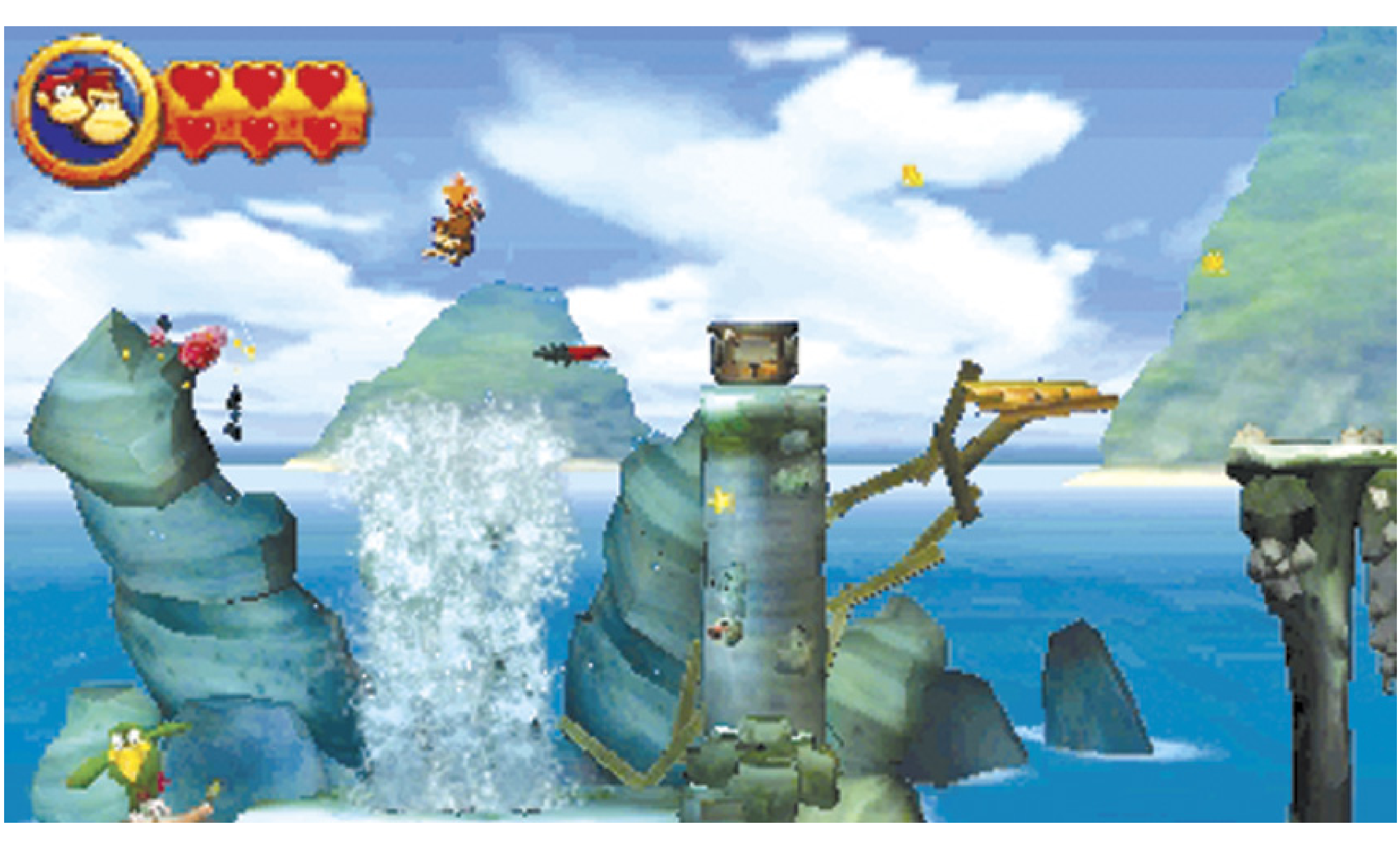
⑥ Pace yourself traveling through these spike-lined caves. The water jets don't allow you much maneuverability and can cost you precious hearts.



⑦ The section where water jets are suspending wooden platforms in the air hides the fifth Puzzle Piece. You will eventually reach a treasure chest suspended on a small ledge. Above it is some grass you can cling to. Climb along it to reach the piece.



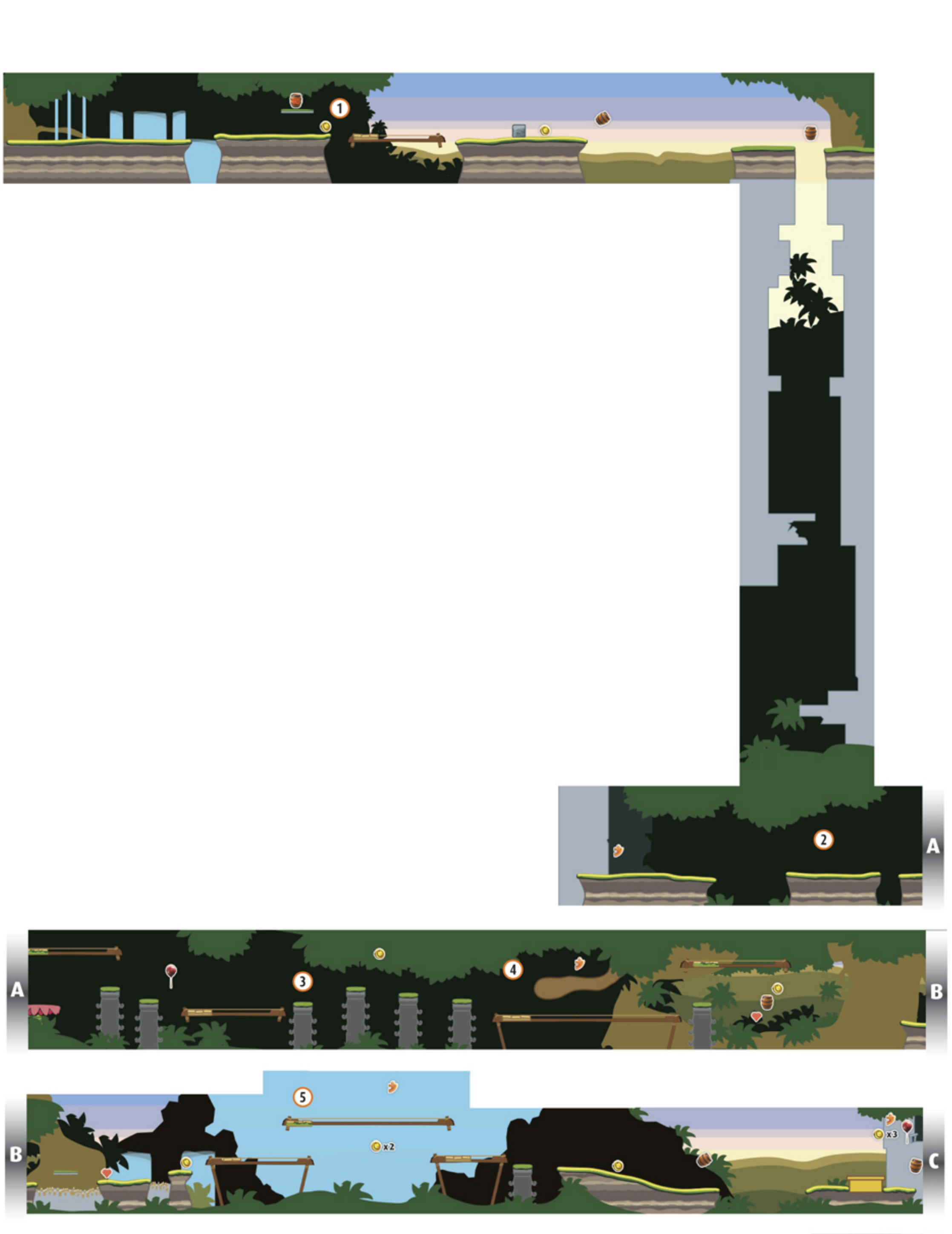
⑧ Puzzle Piece number six is found in a bonus room just past a trio of water jets that shoot you up towards a ring of bananas. As you pass the bananas, make for the ledge to the left of them and press against the wall to enter the bonus room.

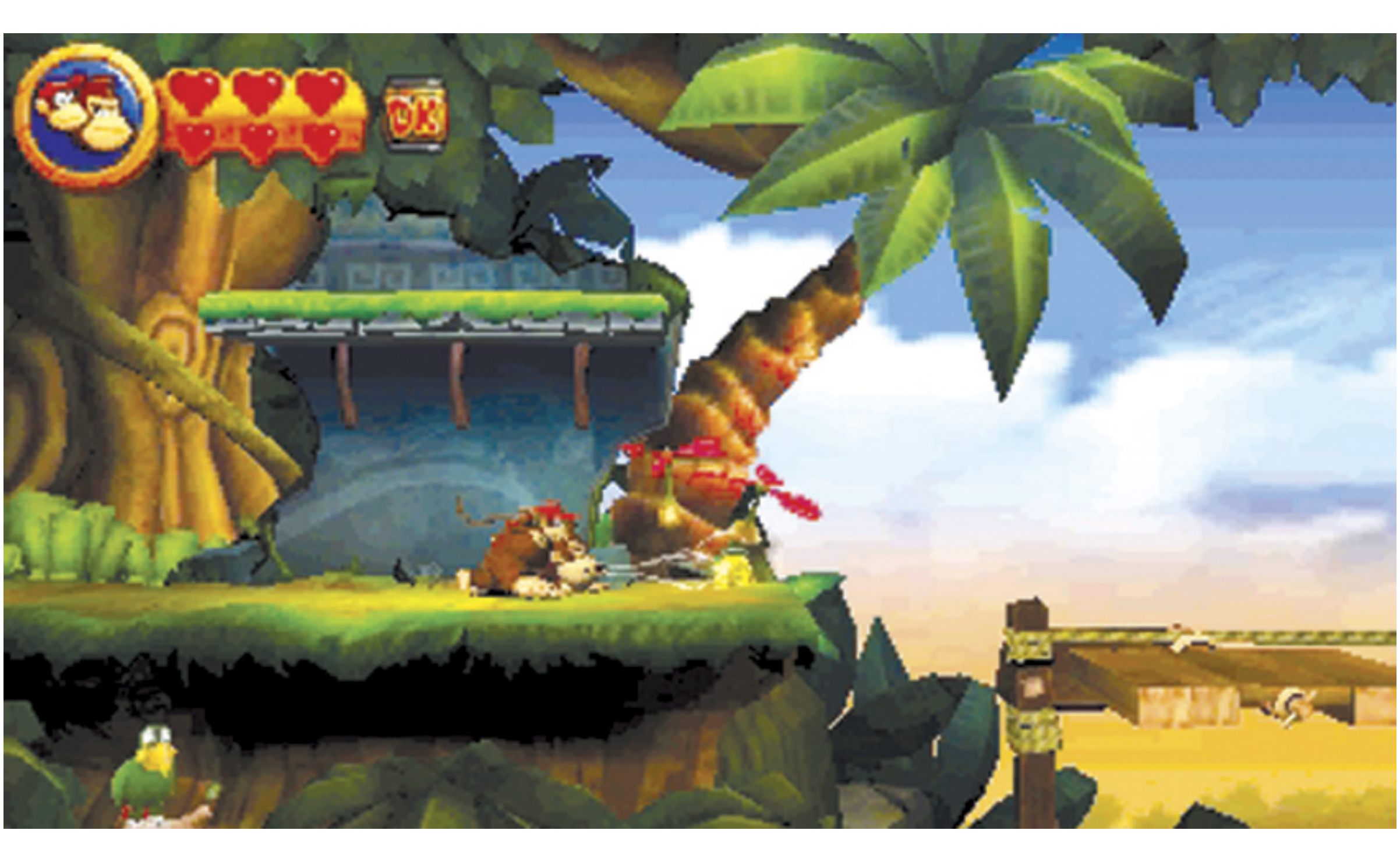


⑨ Shortly after collecting Puzzle Piece six, you can find the seventh a little further along the main path. You'll encounter another trio of water jets underneath a ring of bananas, guarded by a Squid Shot atop a large stone pillar left of the water jets. Collect all of the bananas in that ring to reveal the final Puzzle Piece.

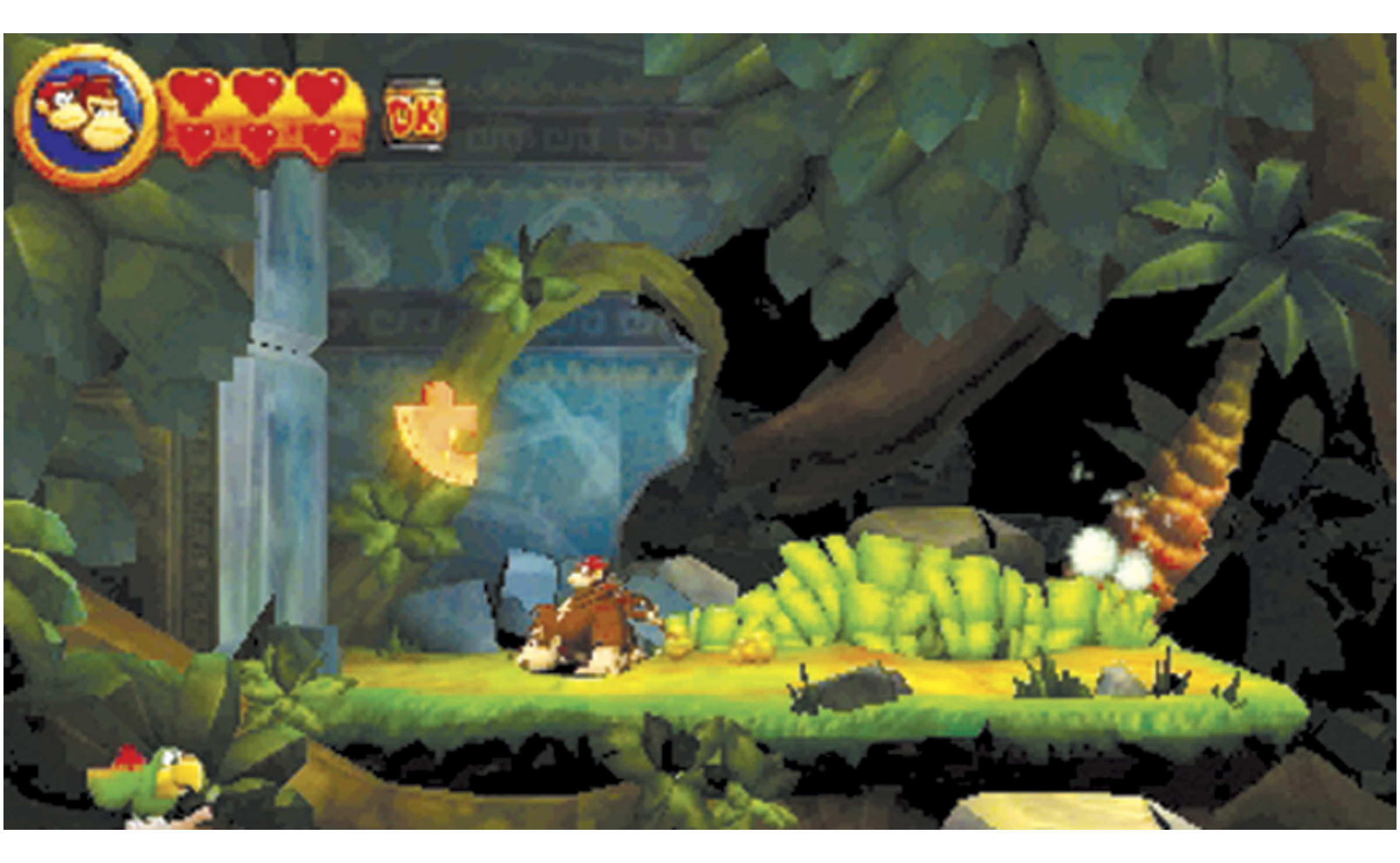
World 9

Crushin' Columns

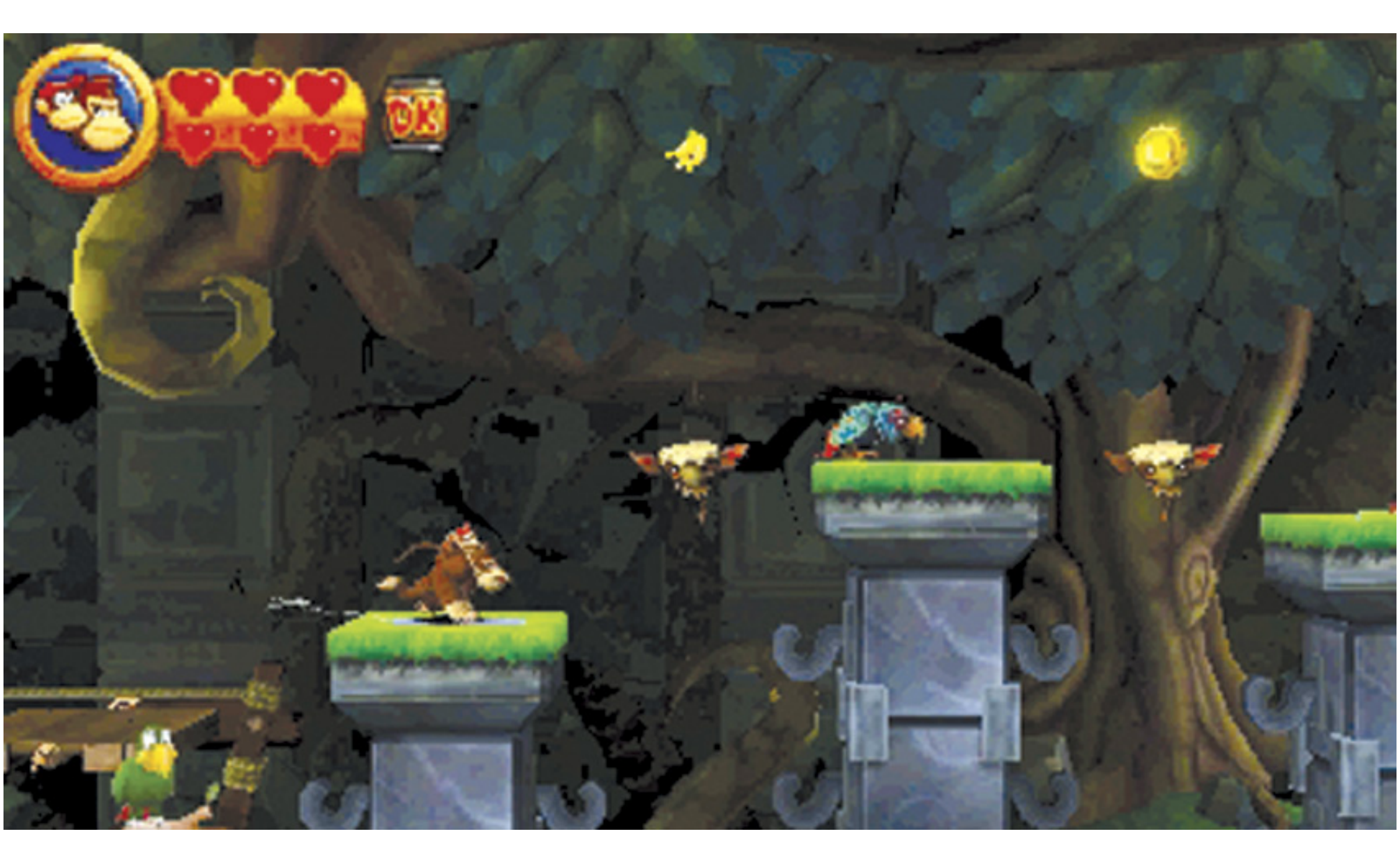




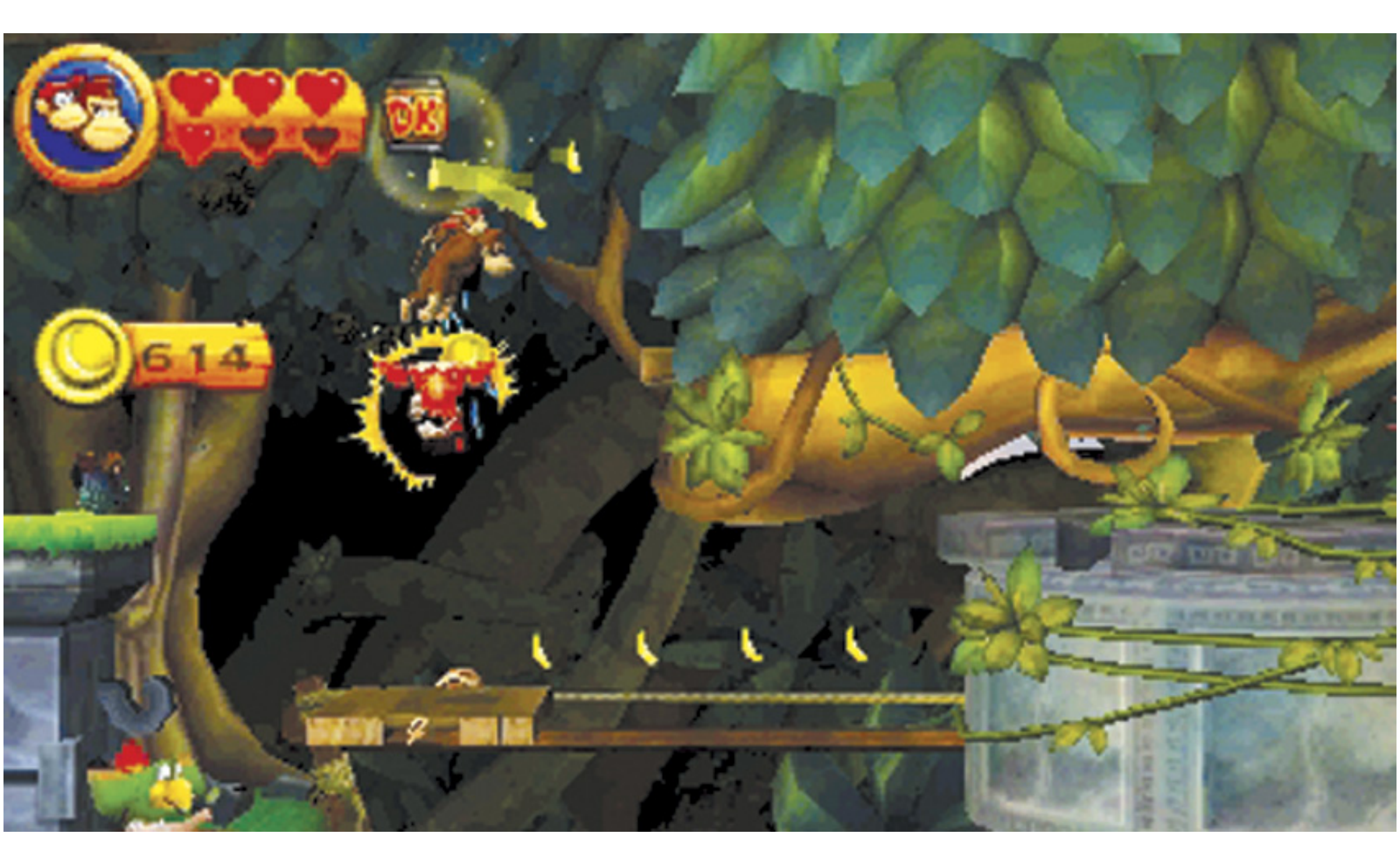
① Based on the Jungle world, this level should give you a small taste of what the ninth world is all about. From the start, you'll need to navigate past a large pit, either using a roll-jump combined with Diddy's Barrel Jet, or by using the small wooden platform by standing on its edge to get it moving forward. You'll eventually reach a Barrel Cannon that will blast you down towards the next section.

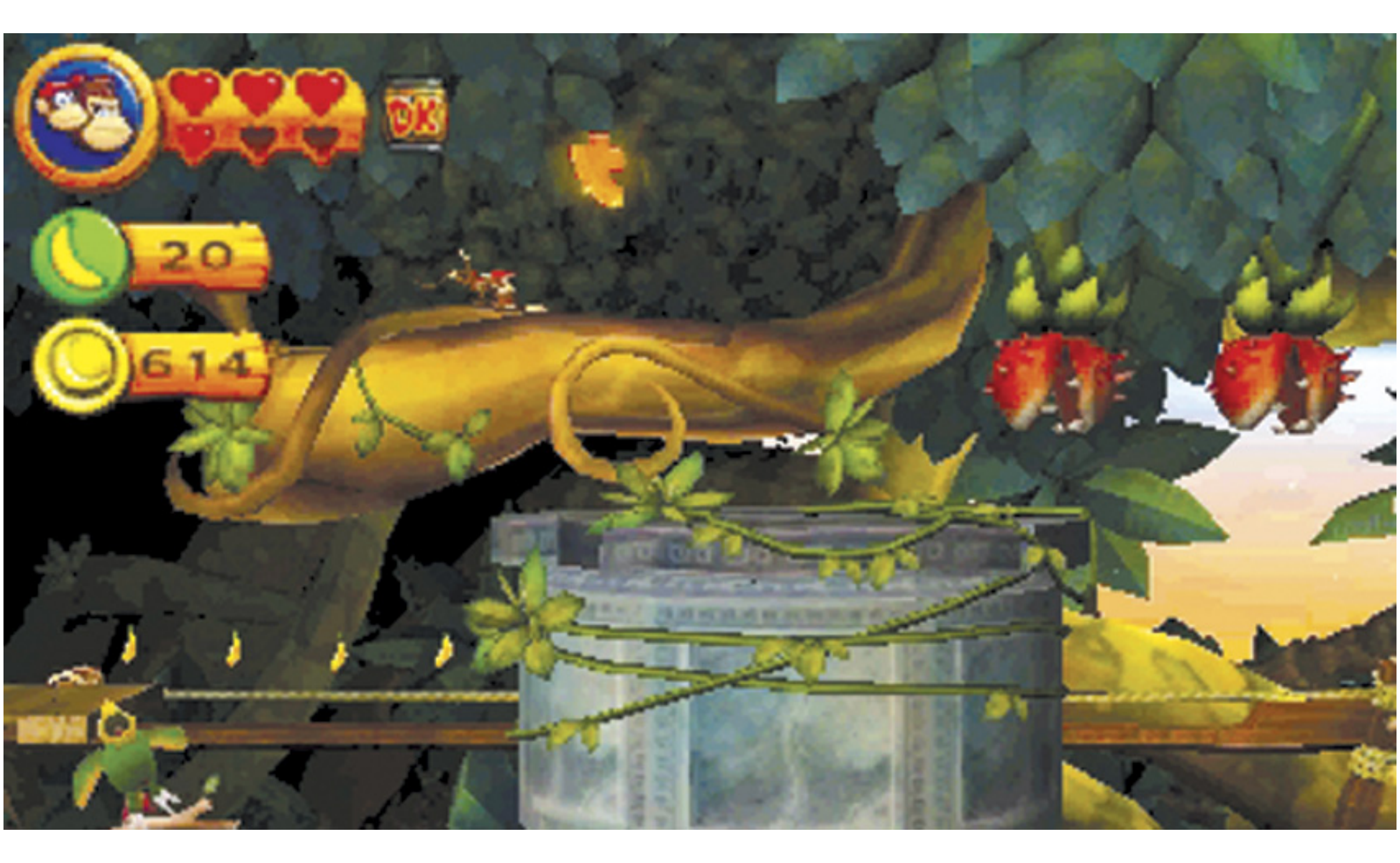


② After landing from the Barrel Cannon sequence, you'll want to roll-jump off the ledge to the left, crossing the gap in order to reach the first Puzzle Piece on the far side of the chasm.

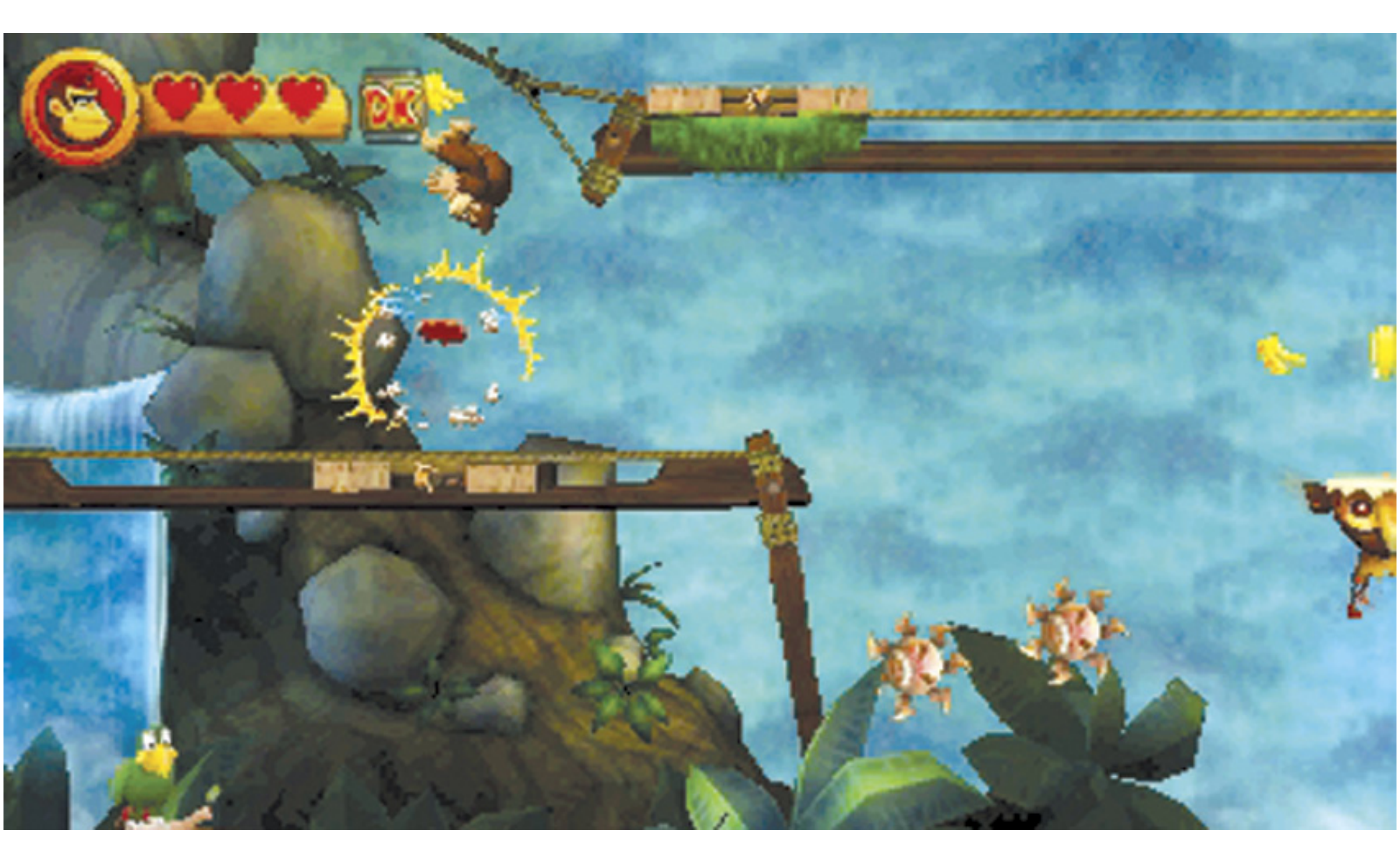


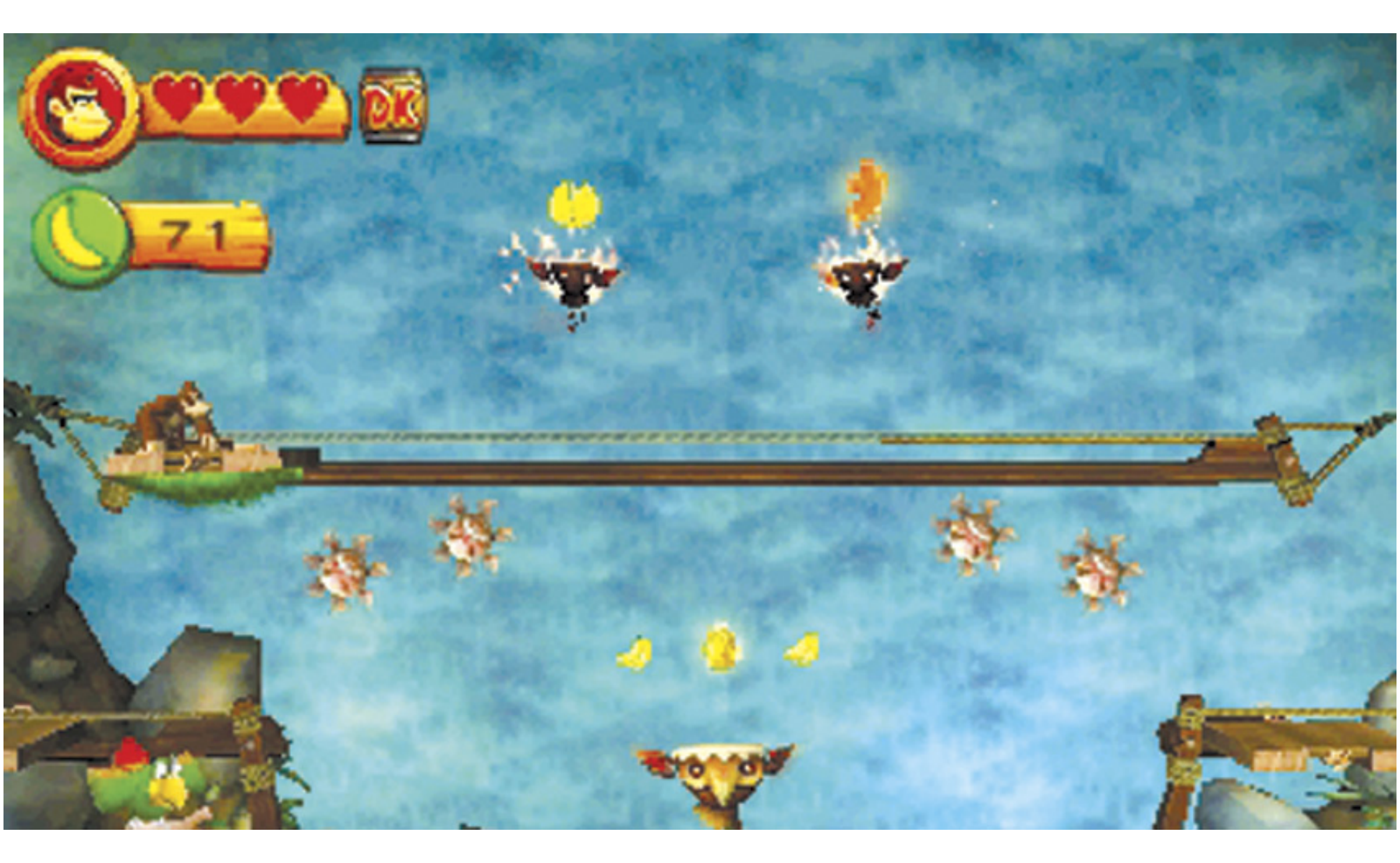
③ Take care while crossing these pillars. The Tiki Buzzes can interfere with you quite easily. Make sure you get good bounces off of their heads if you land on them.



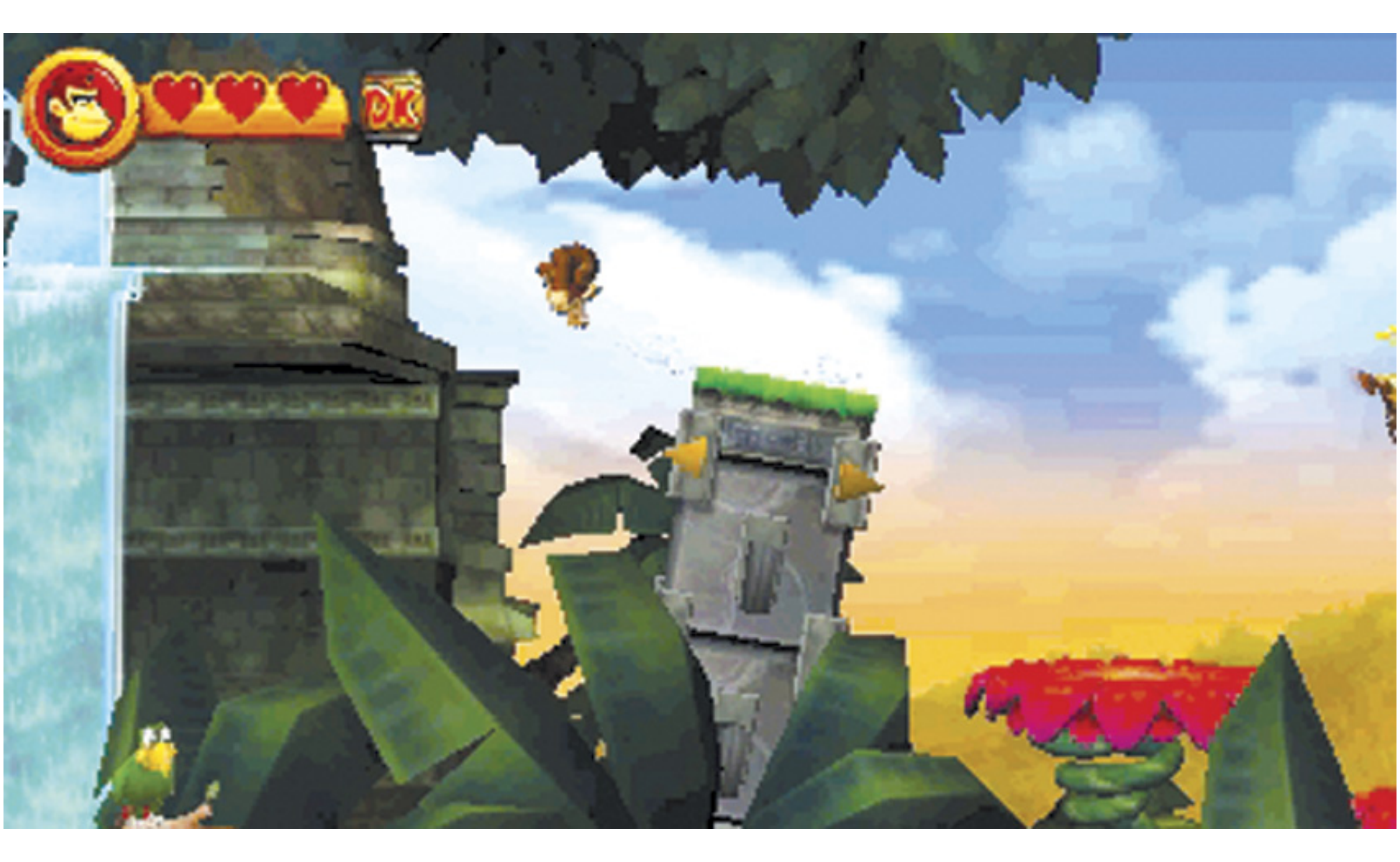


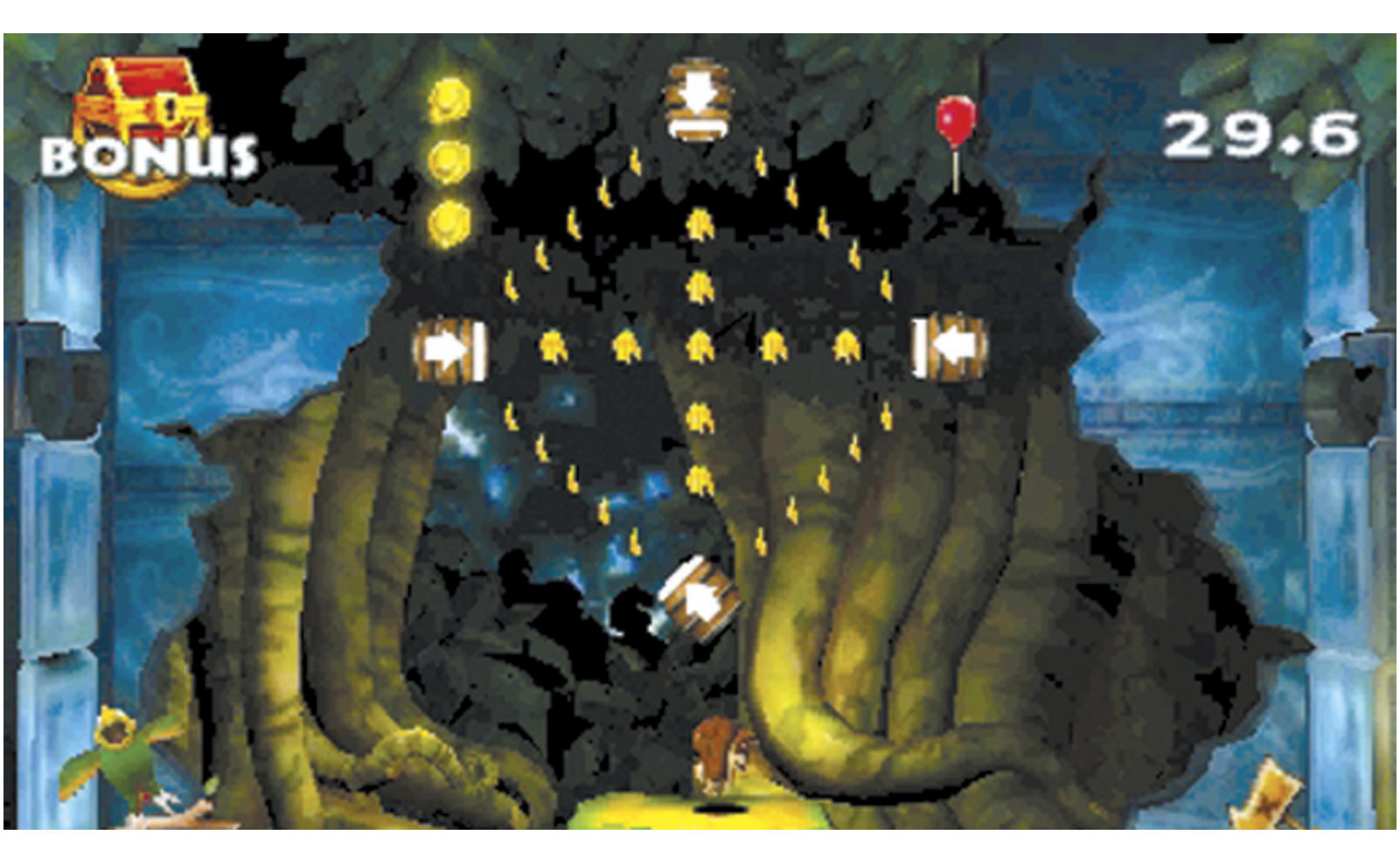
④ The second Puzzle Piece can be found hidden by the trees just past the pillars. You'll have to get a good bounce off of a Tiki Buzz in order to reach it. Be careful about missing this jump. A small wooden platform just beyond the pillars is all the landing zone you'll have between you and restarting the level. The first checkpoint isn't very far from this location.



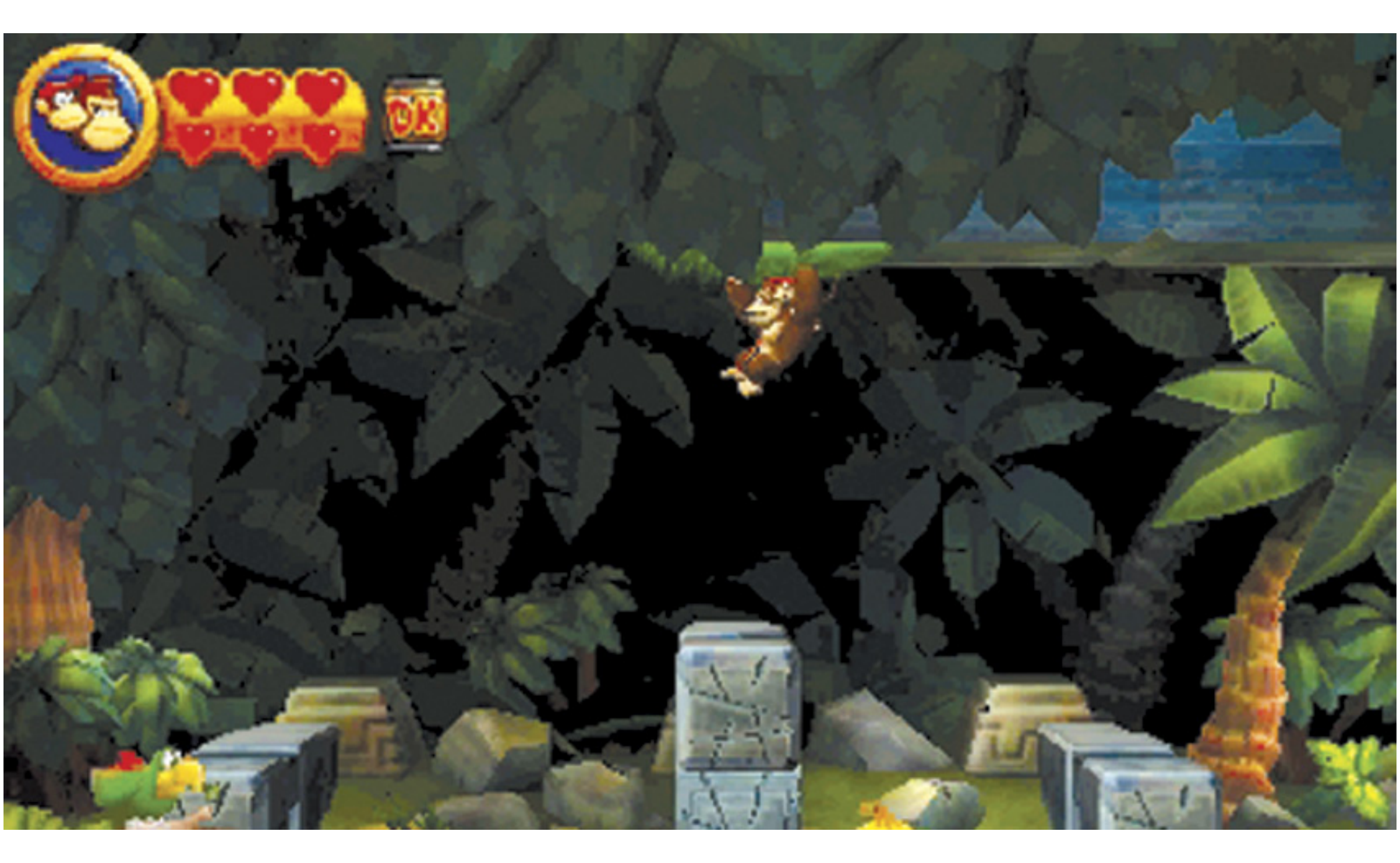


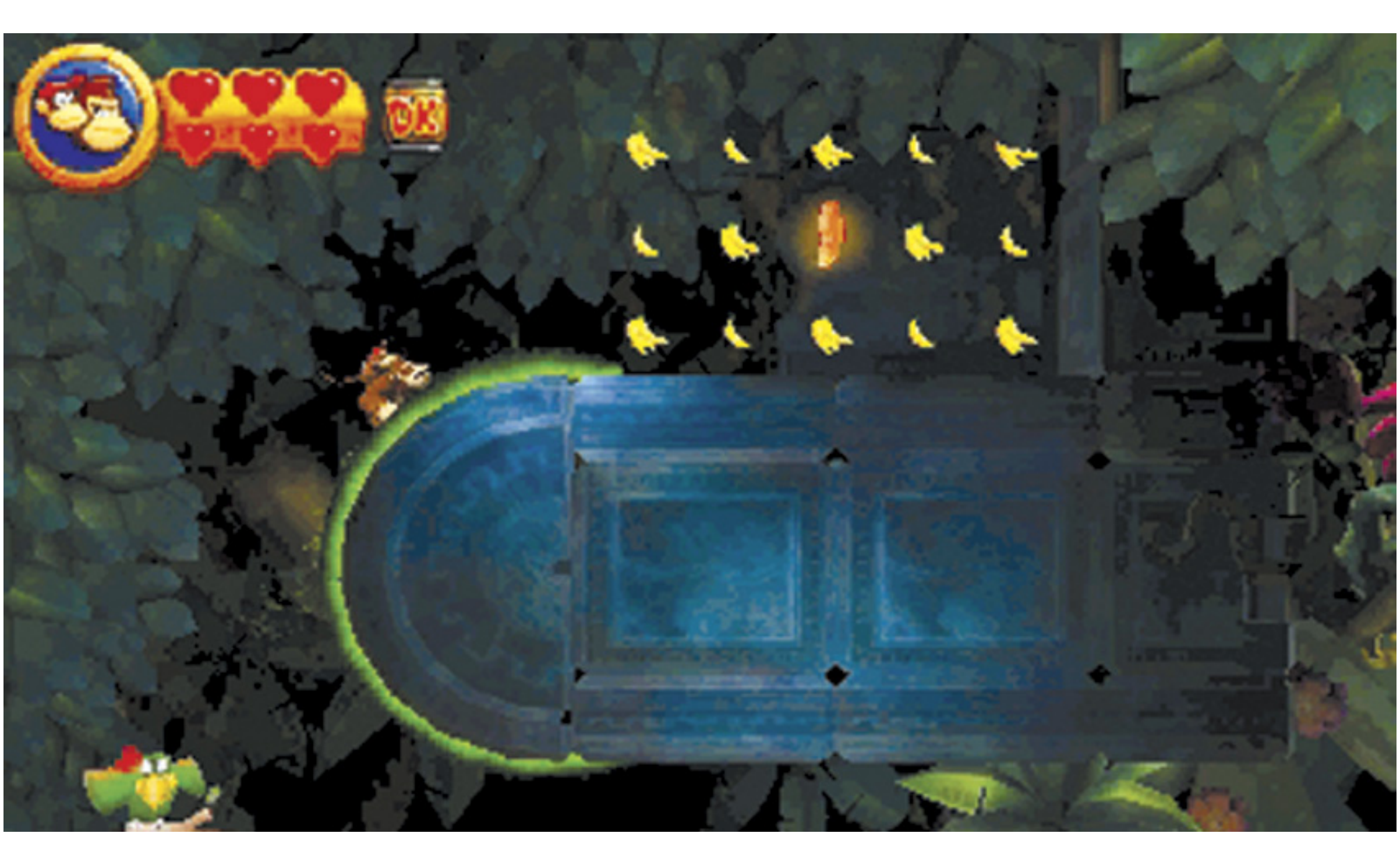
⑤ The third Puzzle Piece can be downright dastardly to reach if you've lost Diddy Kong. This large chasm is bridged by a platform you can hang from. To get to the Puzzle Piece, you'll have to bounce off a Tiki Buzz to land on top of the platform, then position yourself on it to get it moving forward just enough for you to safely jump up and reach the Puzzle Piece. Be mindful of the two Flaming Tiki Buzzes patrolling near the Puzzle Piece!



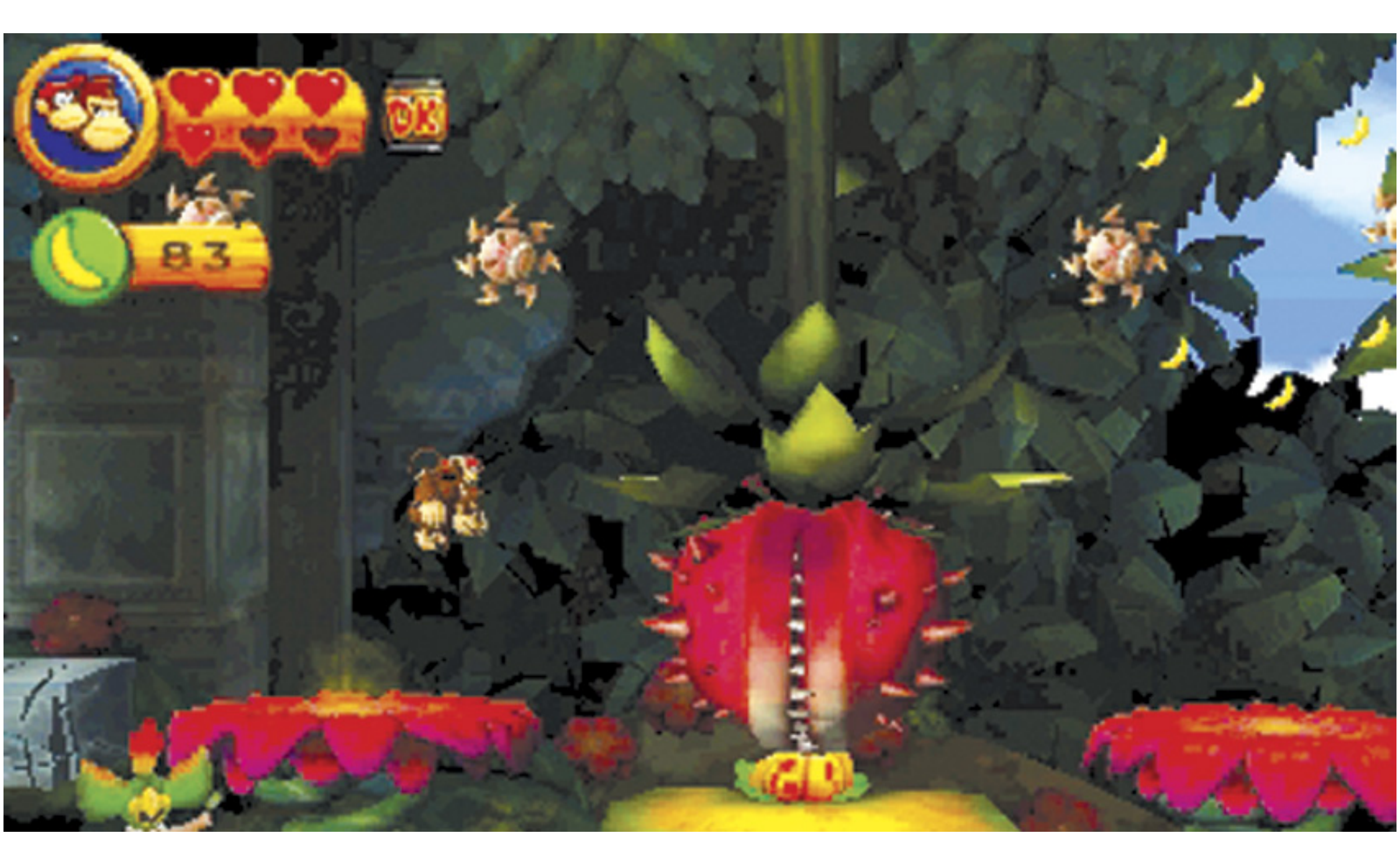


⑥ Puzzle Piece number four can be found in a hidden bonus chamber just past the DK button. Pound the button to trigger a sequence that causes Barrel Cannons to appear. Next, as soon as you land from the first set of cannon shots, roll-jump to the left to reach a ledge and the bonus chamber. After retrieving the Puzzle Piece, another trip across a large chasm will eventually lead to the second checkpoint.

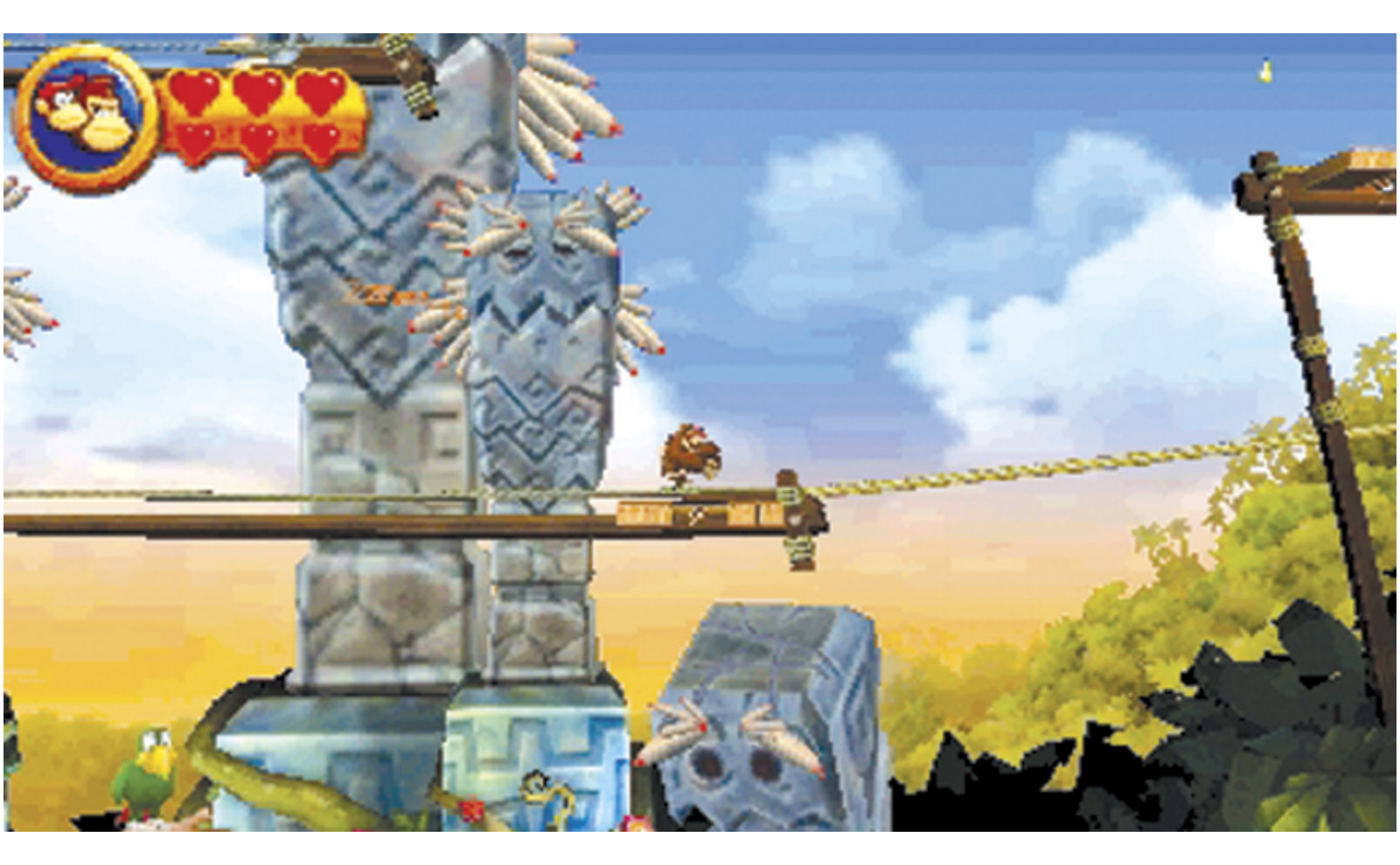




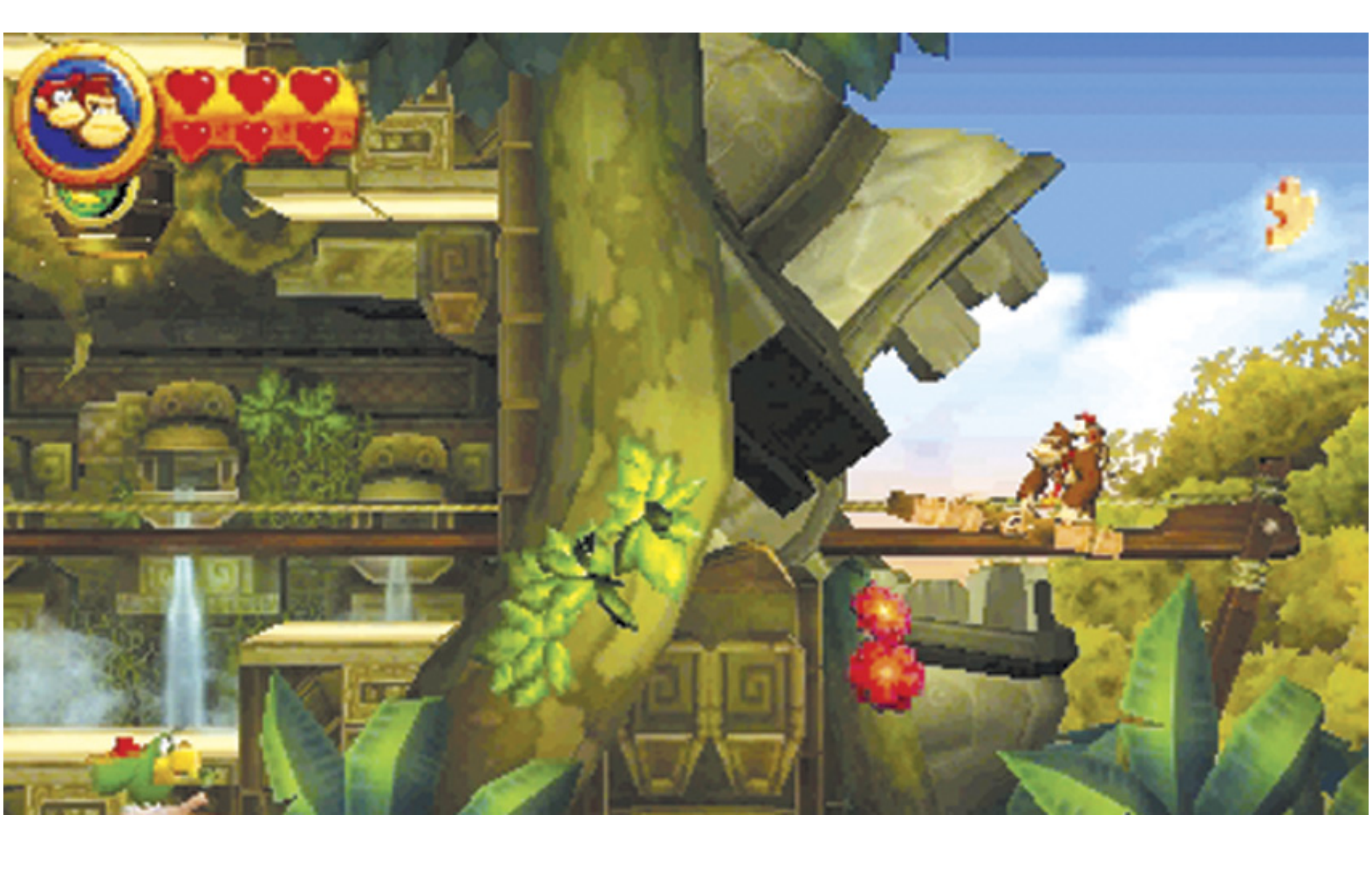
⑦ Just after reaching the second checkpoint, you'll encounter a series of Screaming Pillars that crash onto your path from the background. Don't destroy the central stack of Screaming Pillars! Use it to instead leap up towards some hanging grass that you can climb up onto a hidden ledge where the fifth Puzzle Piece resides.



⑧ You'll eventually encounter a trio of platforms. The one in the center is watched over by a large red Chomp. The platforms on either side of the Chomp have two Tiki Zings orbiting over them, with bananas orbiting between them. Collect all the bananas on the right-side platform to make the sixth Puzzle Piece appear.



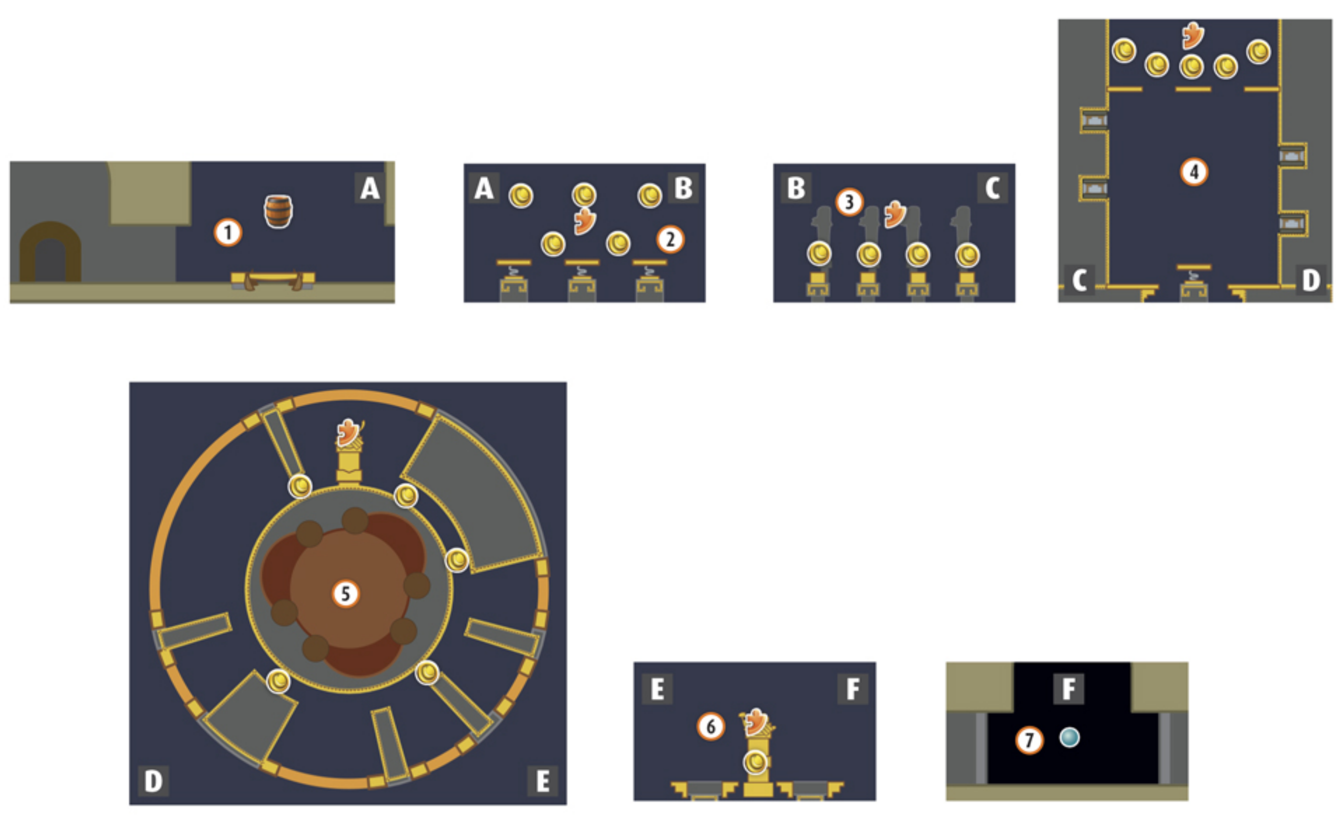
⑨ This tricky sequence requires you to get your way past a series of falling pillars while using those flimsy balance boards to cross the chasm. The pillars will scream as they fall, giving you ample warning. As soon as you get to the barrel at the end of each balance board, do not hesitate in firing yourself to safety; the pillars can still get you even when you're in the barrel!

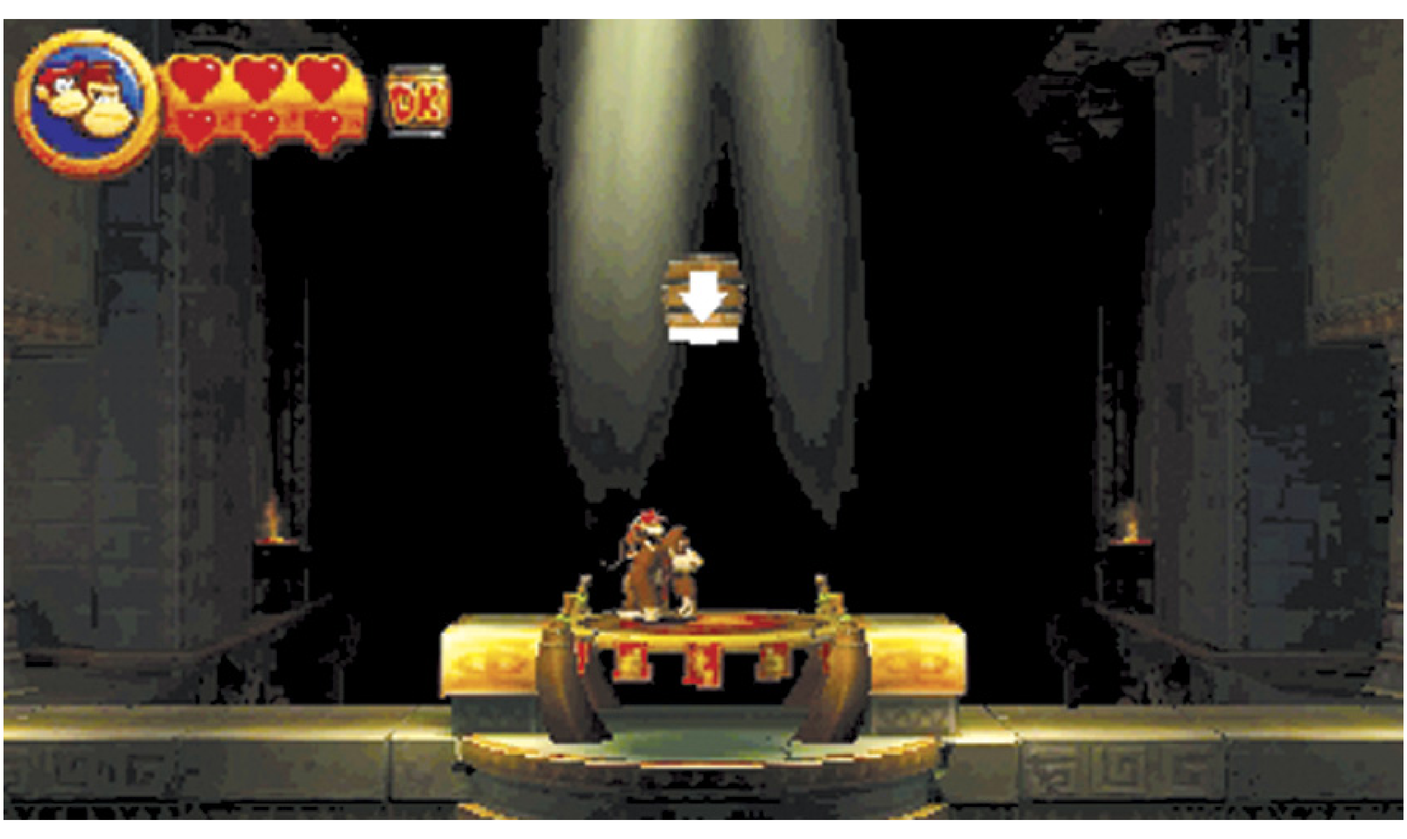


⑩ Don't be too hasty about leaping into the Slot-Machine Barrel! Move the balance board you're on past it, through the wall on the right to reveal the final Puzzle Piece. NOW you can go back and exit this level!

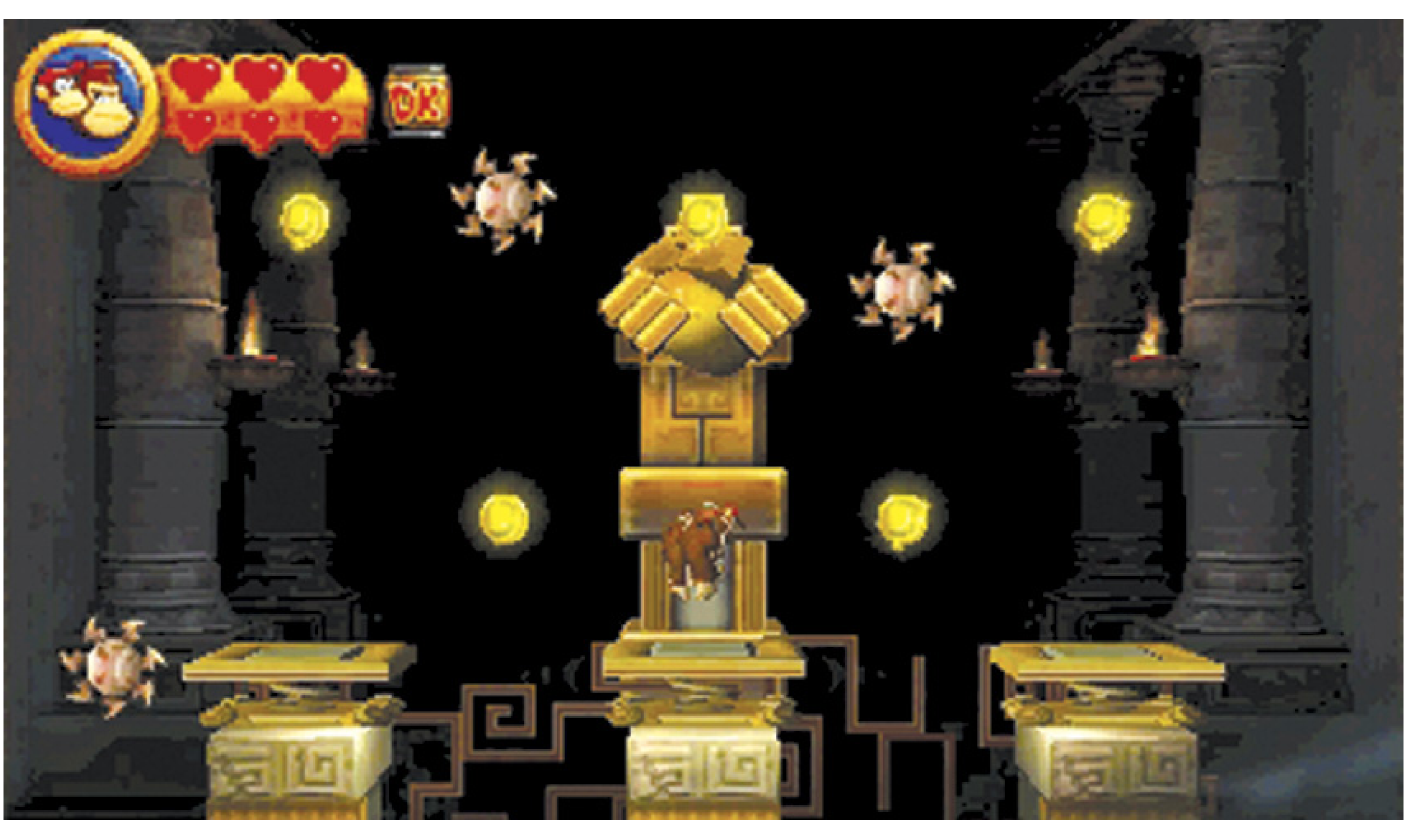
World 8

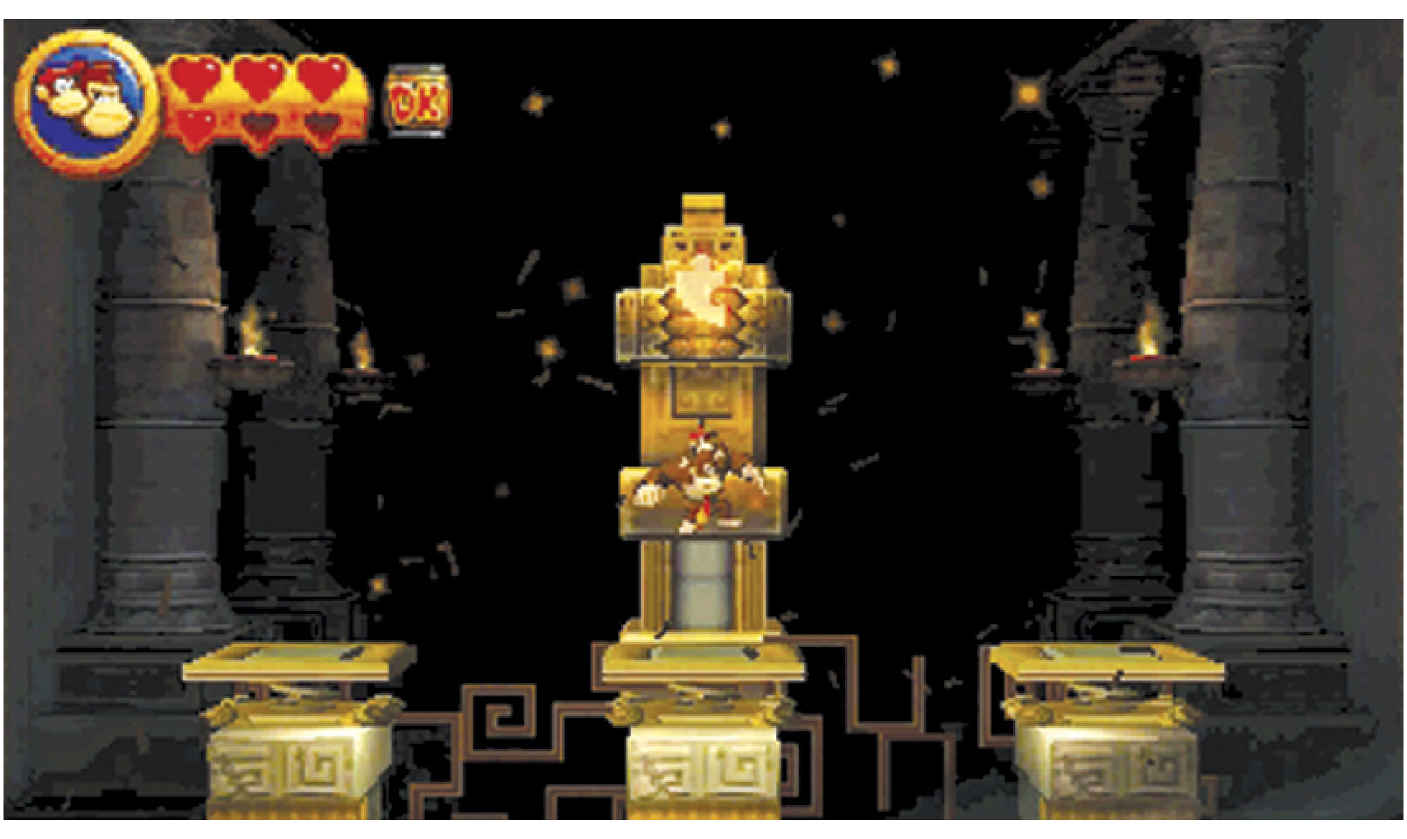
Five Monkey Trial



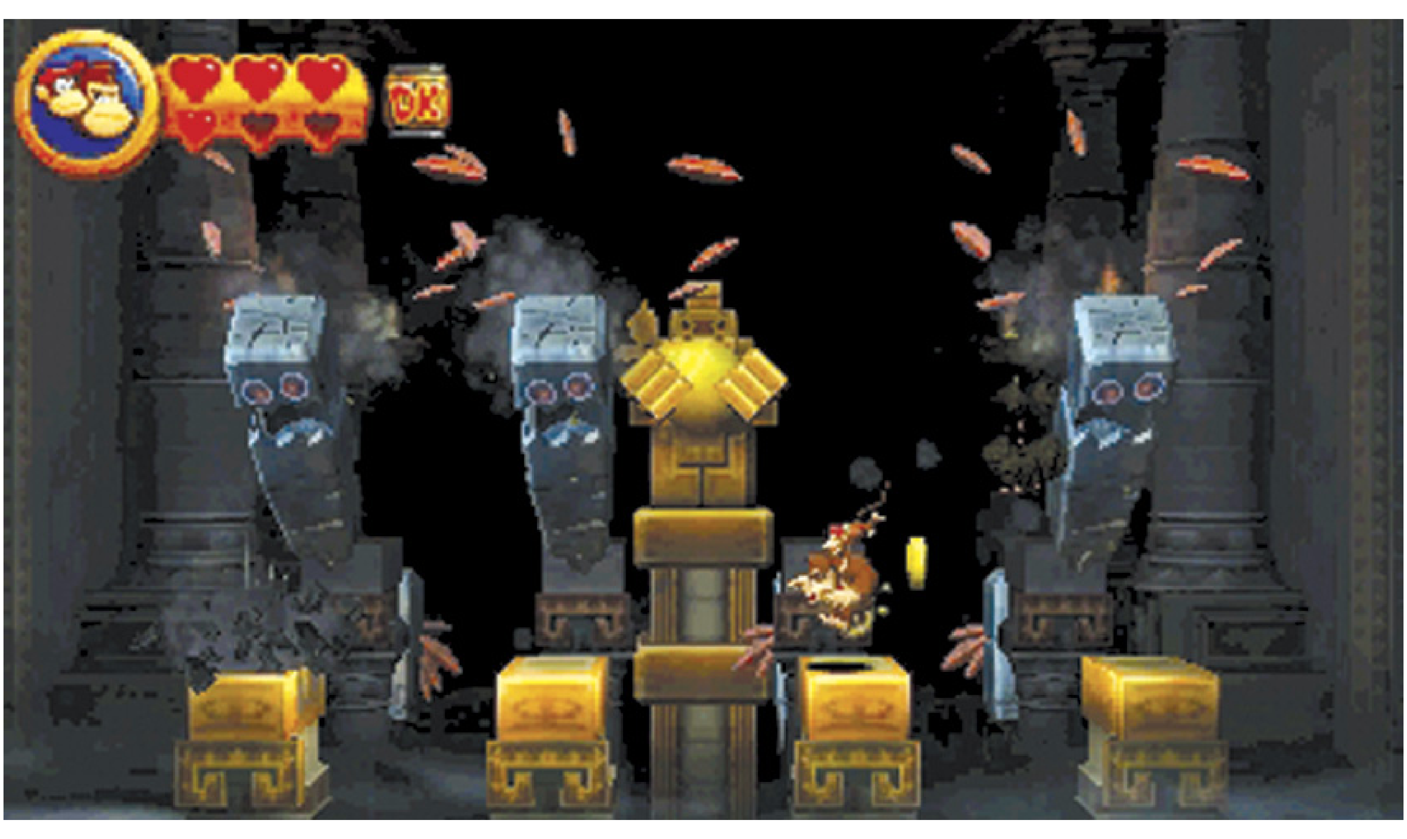


① This level is more like a collection of dangerous bonus areas. You need to clear out all the coins in order to collect the Puzzle Piece. Start off by moving to the DK platform and then jumping into a barrel that will take you to the first challenge.

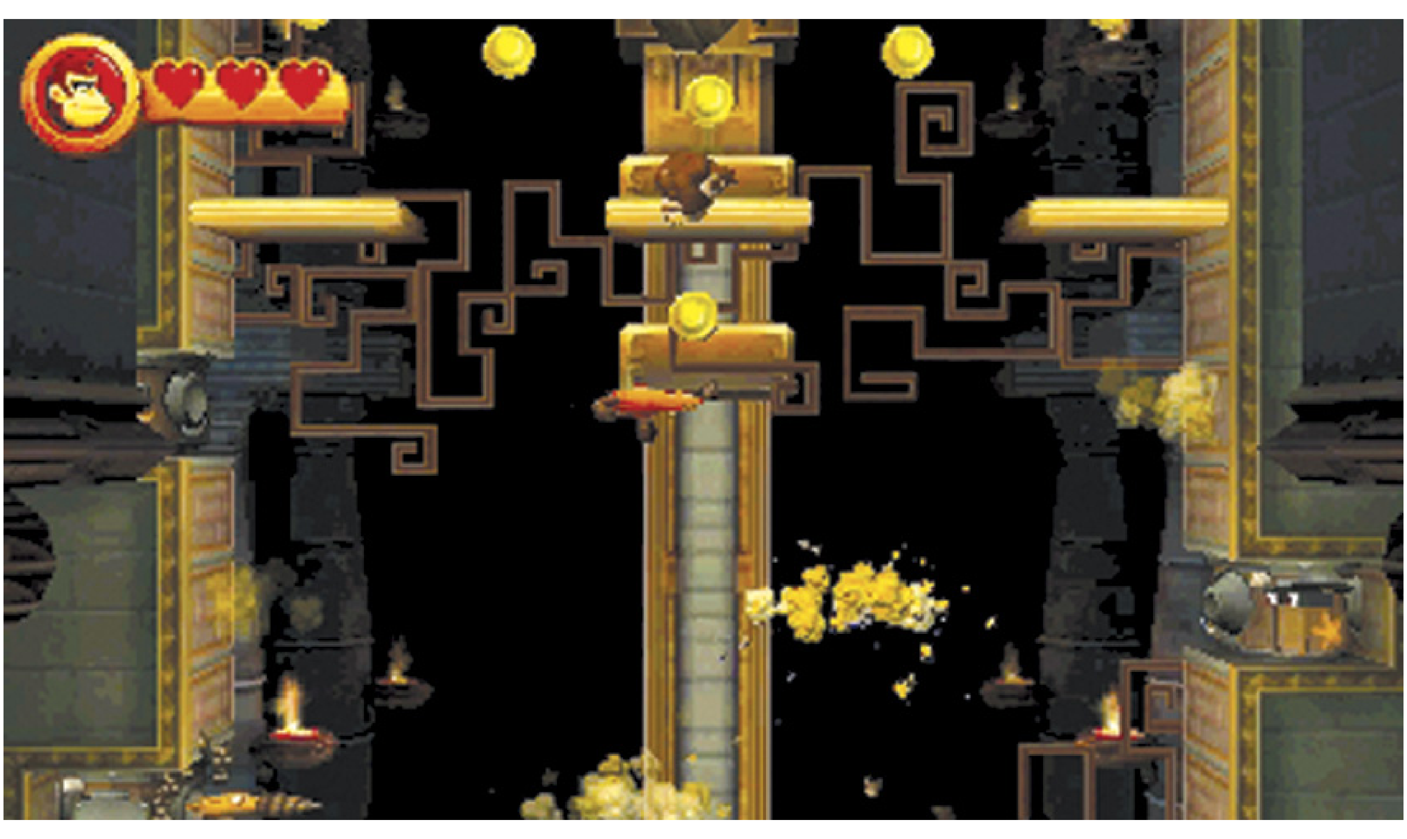




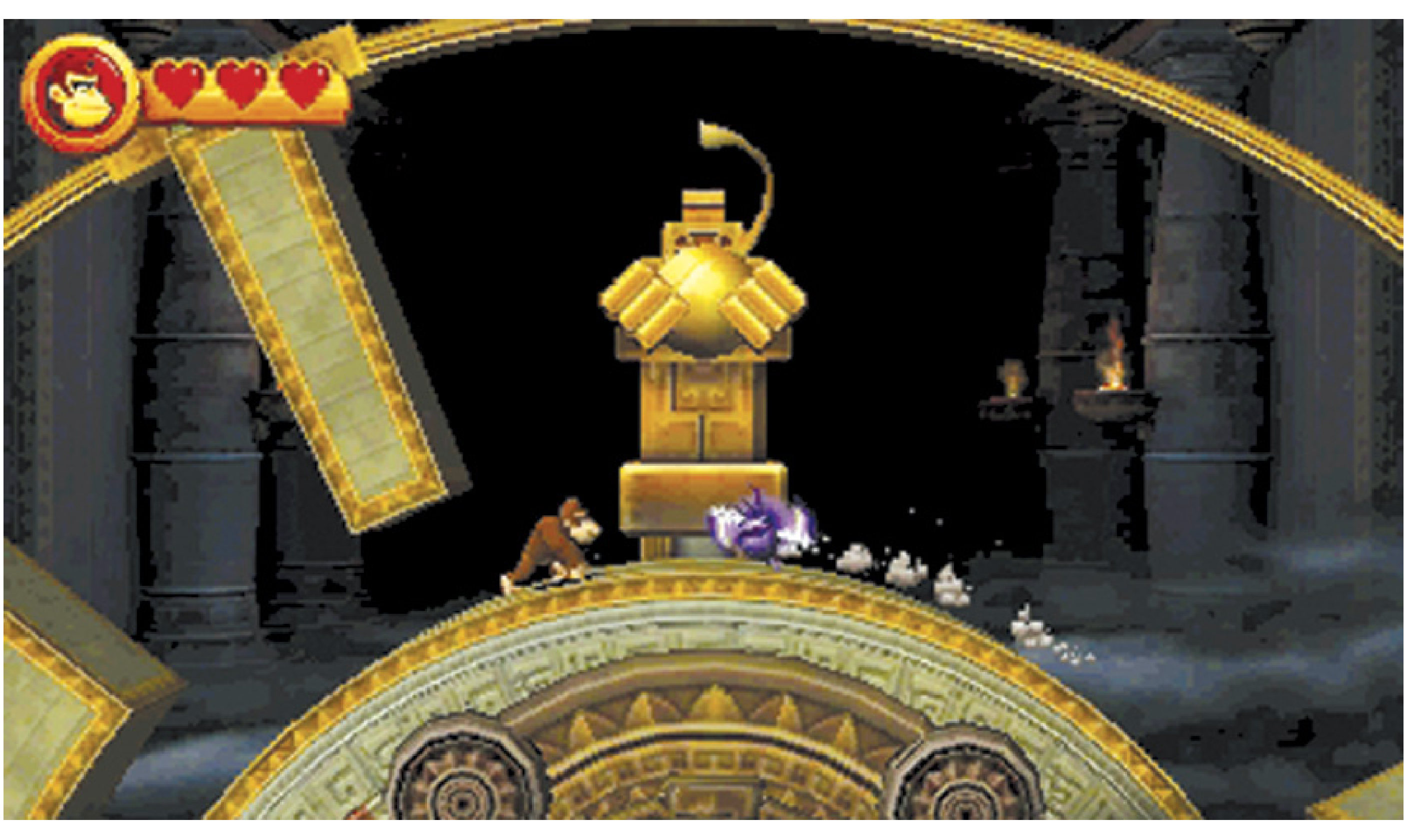
② Here you must get all five coins while not getting hit by the Tiki Zings moving around this area. Time your jumps carefully to miss the enemies, since you want to avoid taking any damage this early in the level.



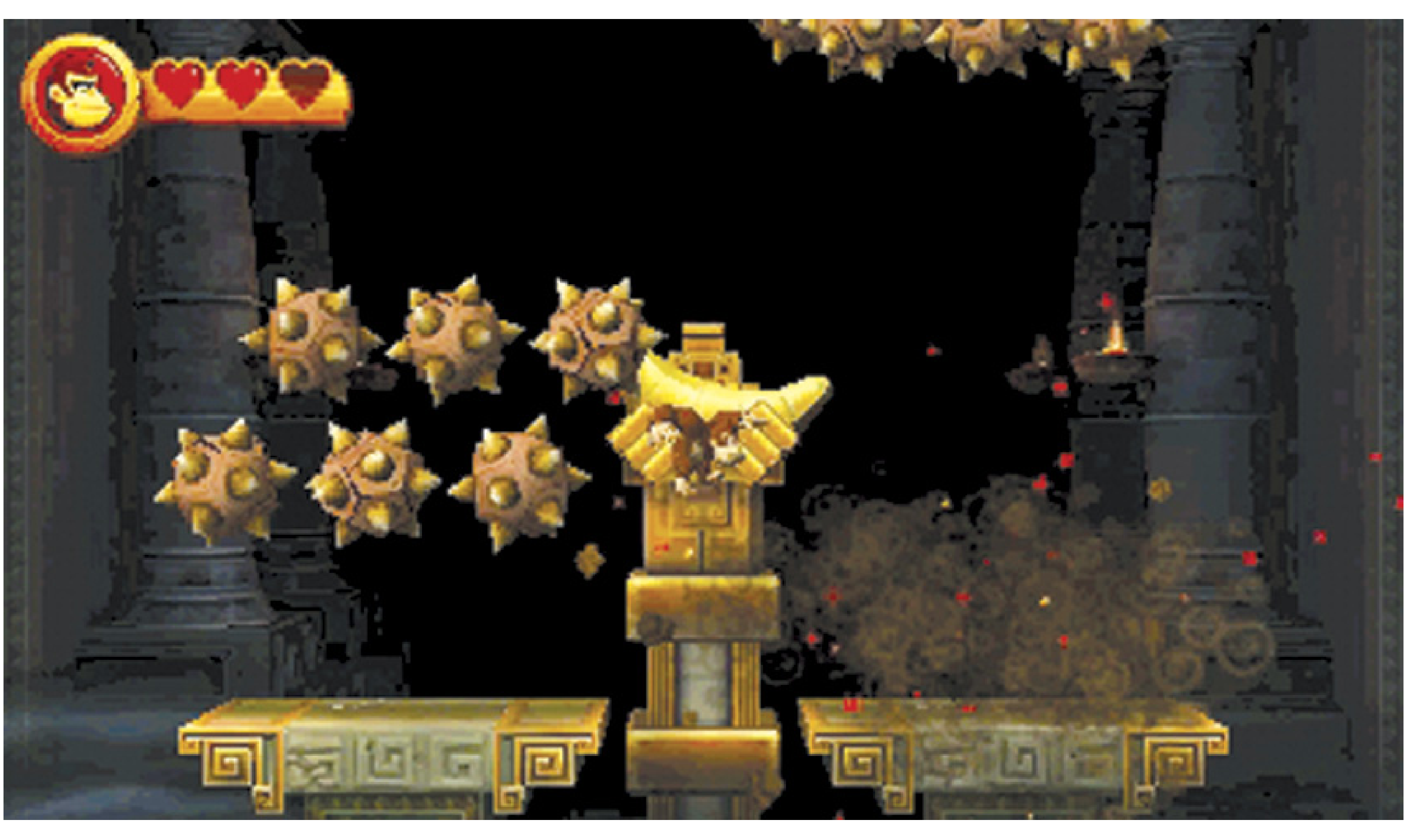
③ This challenge requires you to jump among four platforms while avoiding being smashed by Screaming Pillars. Watch the Screaming Pillars in the background so you can see which are falling and which platform will be safe to jump to. After five coins have appeared, the Screaming Pillars will stop falling. Get the last coin and then jump up and get the Puzzle Piece.



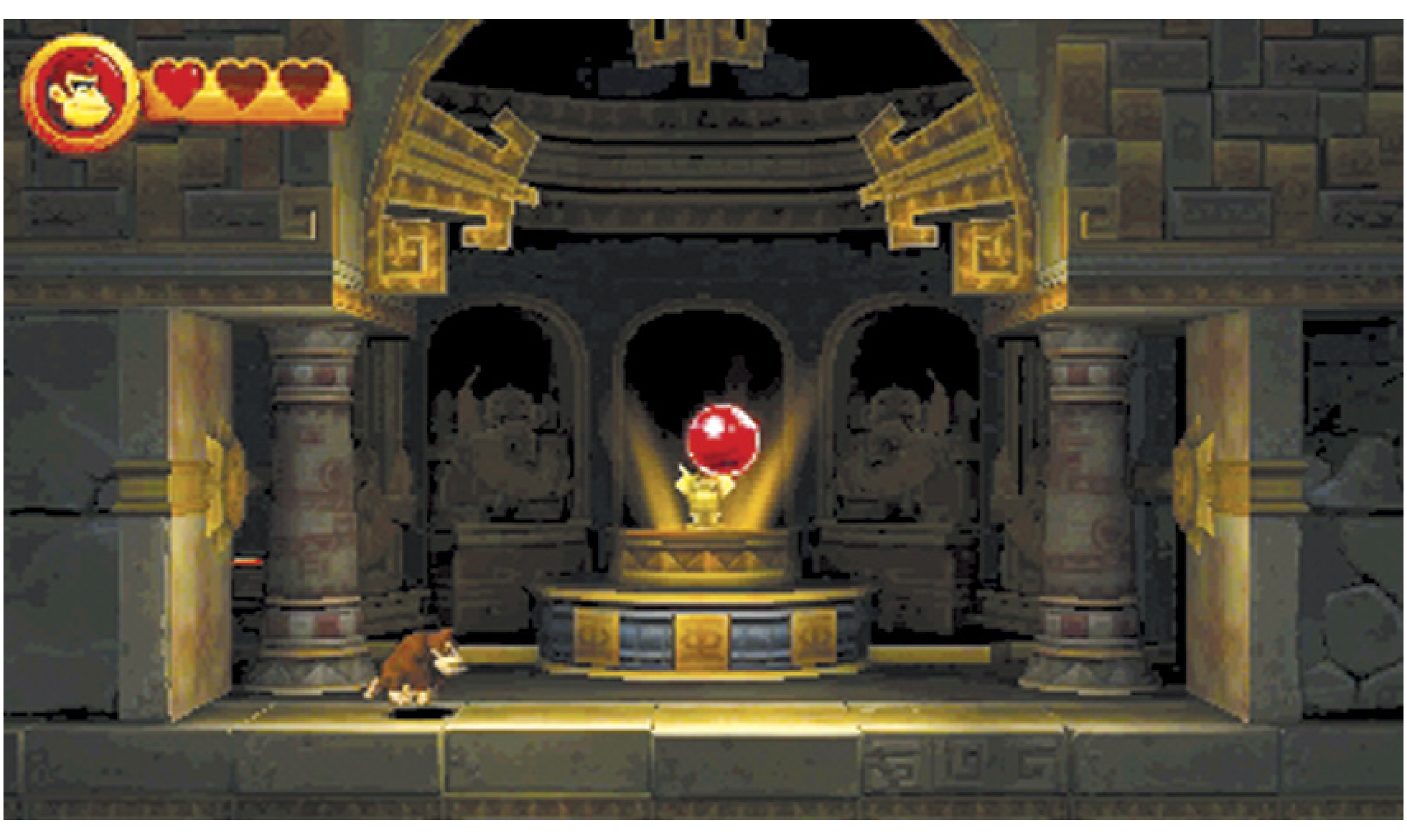
④ At the next area, you must get onto some high platforms using Squiddles as stairs. As one comes toward you, jump onto it, hitting the jump button just as you make contact so you can jump onto another one. Do this until you reach the platforms. Collect the five coins at the top to make the next Puzzle Piece appear. Pick it up and then blast to the next area.



⑤ The next challenge places you on a giant rotating wheel. Follow it around, collecting coins while avoiding the Buzzbites. This gets tougher as the outer ring of the wheel begins to speed up as it rotates in the opposite direction as the center wheel on which you are walking. Be careful not to get too far to one side or you may fall off.



⑥ If you thought the previous challenges were tough, this is even harder. You must jump between two platforms while avoiding waves of spiky boulders that come down on you. After each wave, a gold coin flies up between the two platforms. Jump over and catch it before it drops down again. After you get five coins, the Puzzle Piece appears. Get it.

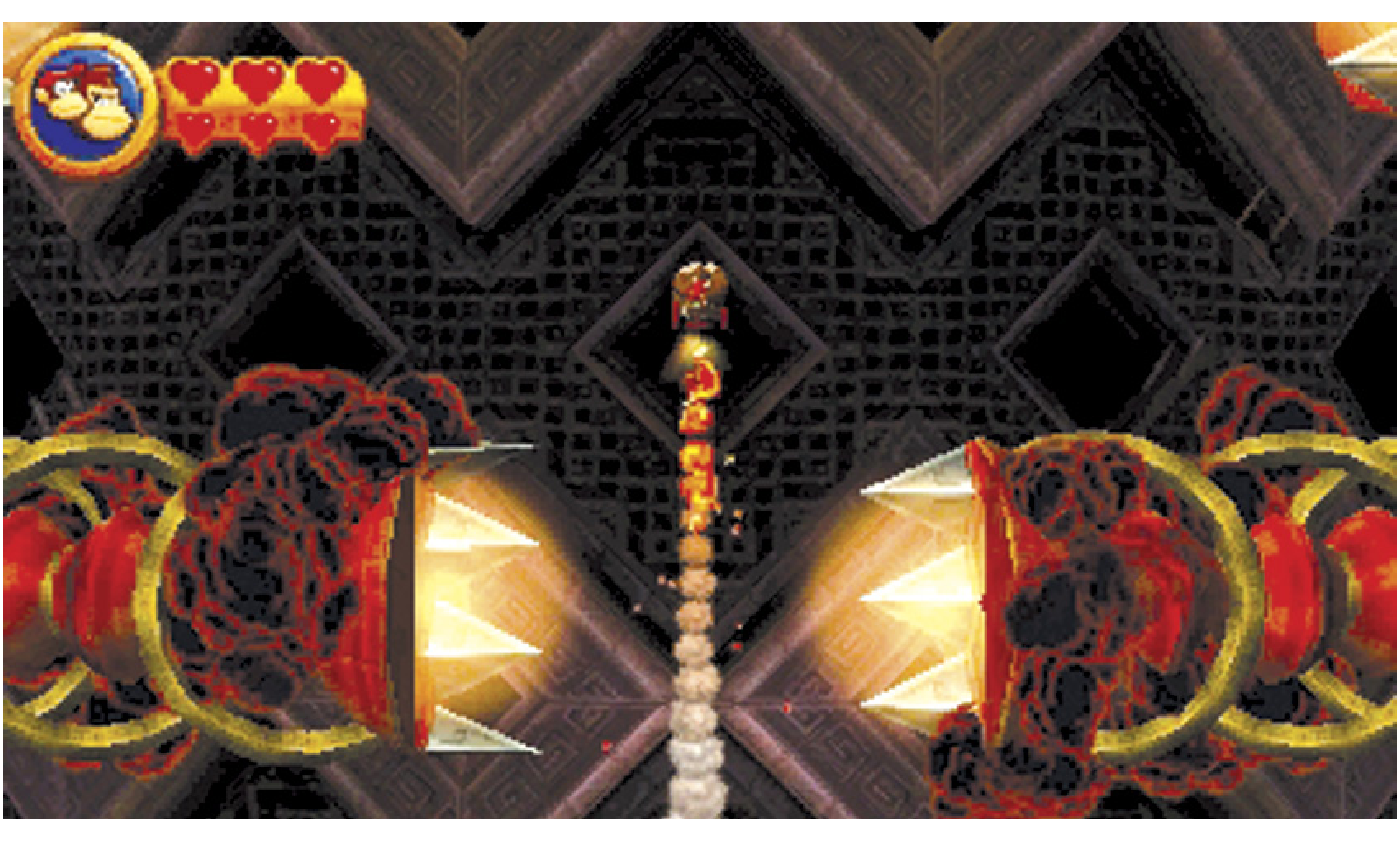


⑦ After you grab the final Puzzle Piece, jump into the barrel and shoot to the final chamber to collect the org.

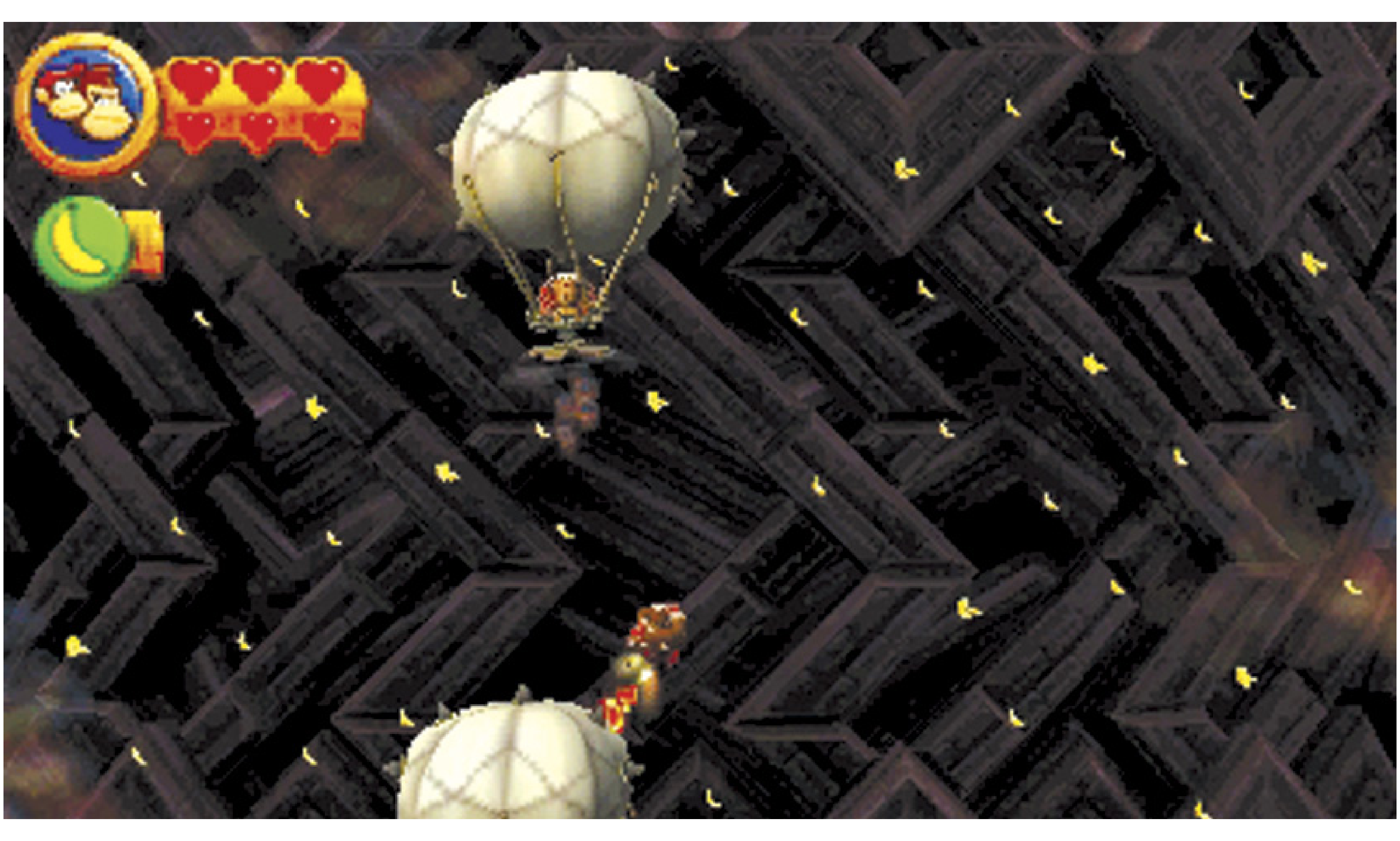
World 8

Tiki Tong Terror

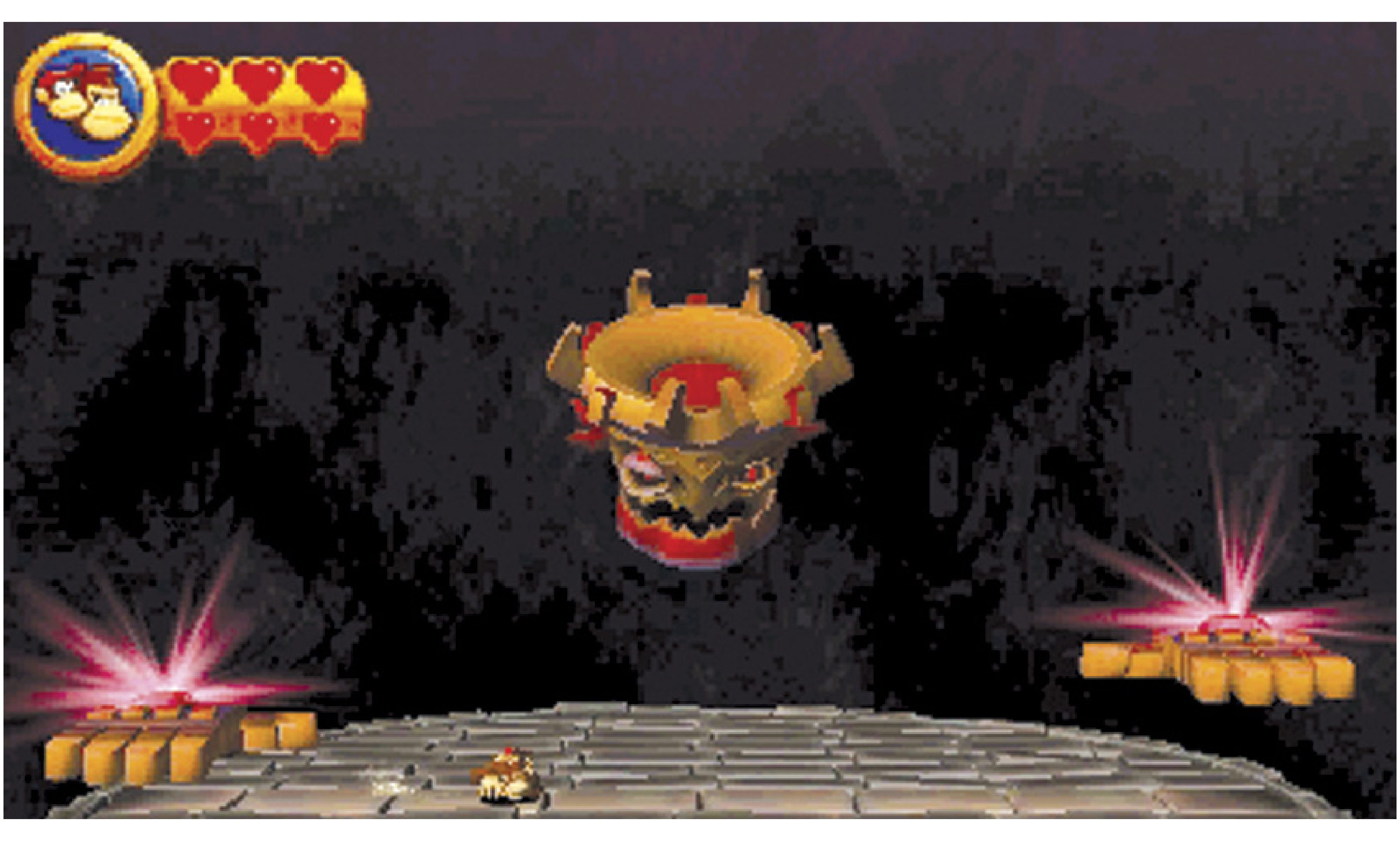
Donkey Kong and Diddy Kong have made it to the final boss battle. They must now face off against Tiki Tong.



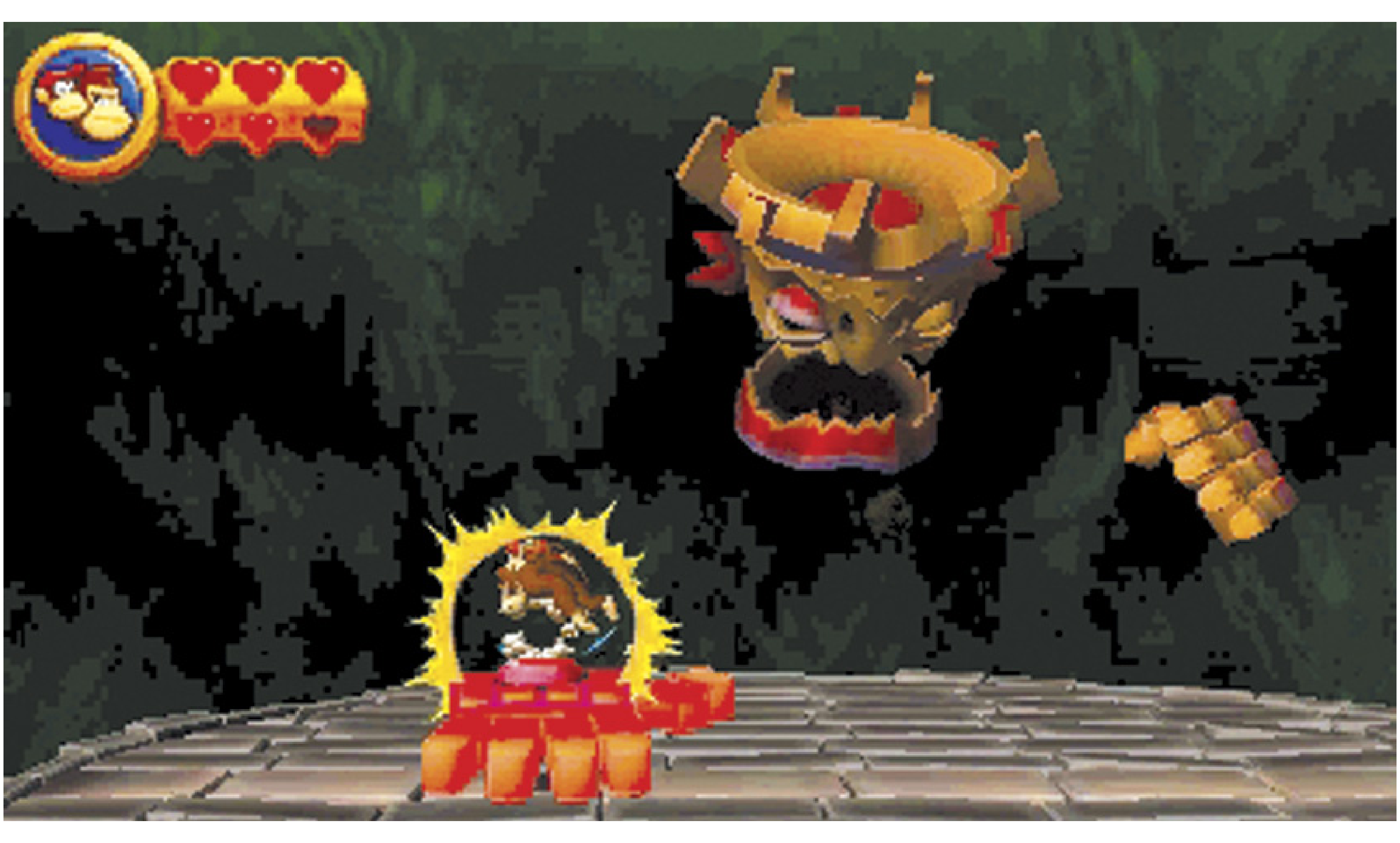
To get to Tiki Tong, jump into a rocket barrel and race to the tower's top. You can move left, right, up, and down to dodge obstacles. When you see the spiked shafts, move to the screen's top to avoid being smashed between them.



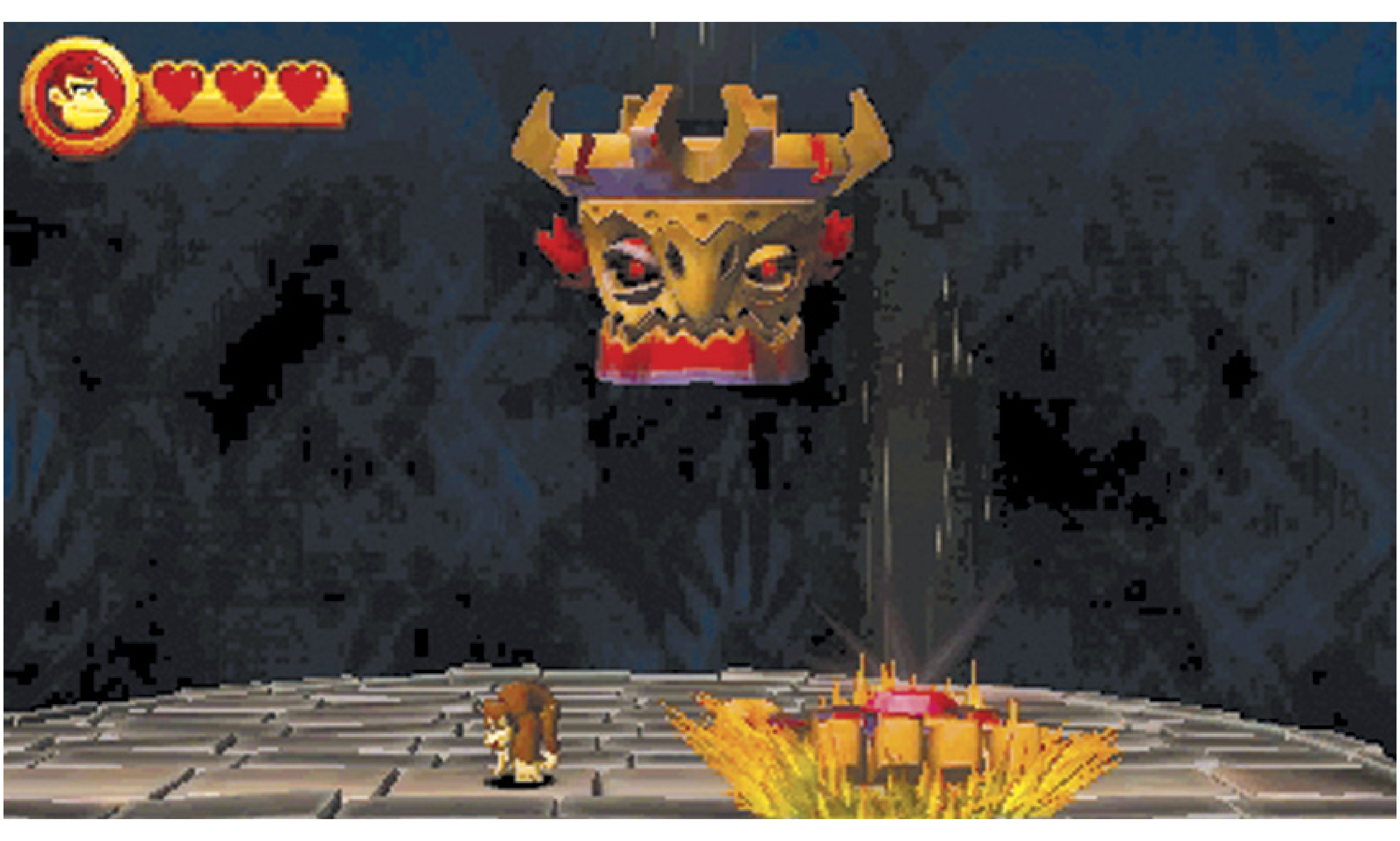
After dodging shafts, you must fly around and avoid getting hit by Tikis riding in balloons. Just jink left, right, up, and down to get clear of this area.



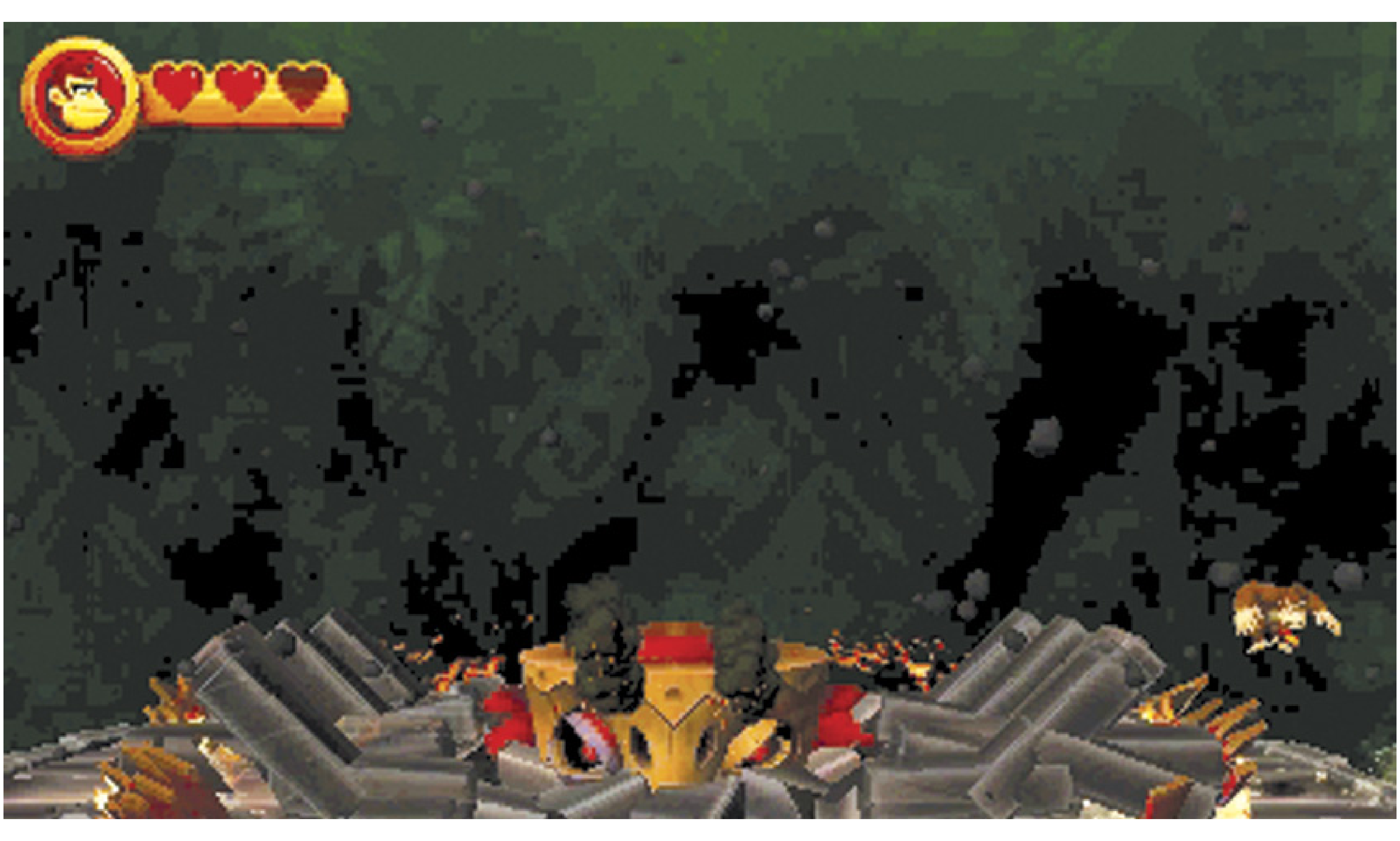
Once you reach the tower's top, you must defeat Tiki Tong. He consists of a head and two hands. Dodge and jump away from Tiki Tong's hands, which he uses to try to smash you. The hands move extremely fast no matter where they come from, the sides of the arena, or from up above. However, you can time your jumps to evade the attacks by paying attention to the hands themselves. If they suddenly flash a bright red light, it means they're about to strike.



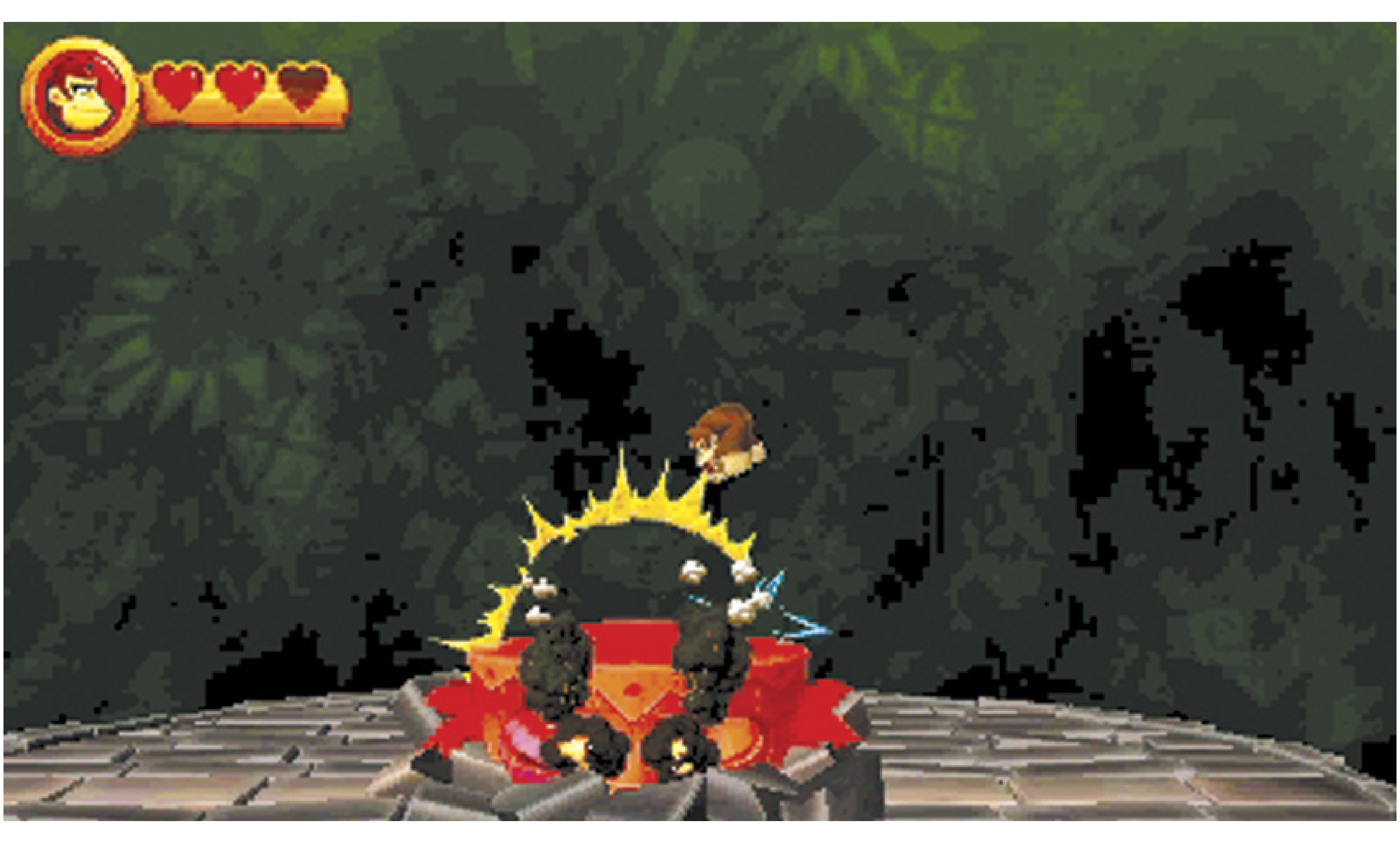
Jump onto the red button on the back of each hand. Once you hit the button on a hand two times, the hand will turn into a mass of bananas.



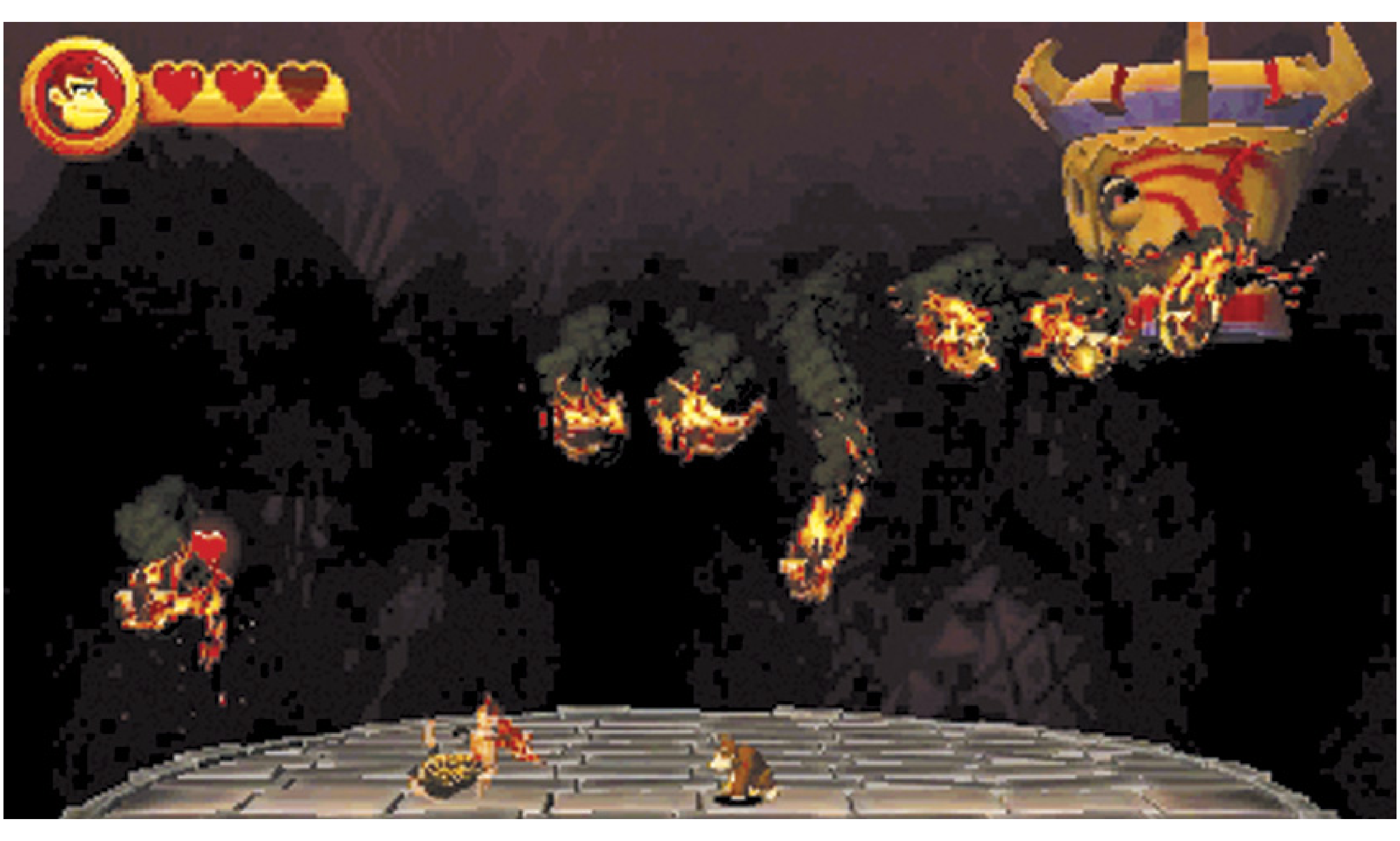
After you defeat one hand, use the same tactics to defeat the second hand. You must jump quickly, since Tiki Tong does not leave it vulnerable for long. Tiki Tong will continue to use all of the same attacks from the first phase of the fight so long as he has one hand available, but expect them to come much faster.



When both hands are gone, Tiki Tong will use his head. As it crashes into the ground, get out of the way and then jump over the shock wave it creates.



Jump onto the red button on the head to get in a hit. You must do this three times. This gets harder after the first hit, as Tiki Tong does not stick around for very long. The best way to guarantee a hit is to jump over the shockwave and aim for his weak spot in the same jump, giving the boss little time to recover.



Tiki Tong will make random attacks with just his head. He will fly over and drop Flaming Tiki Buzzes across the area. Dodge them to avoid being hit. Some of these Flaming Tiki Buzzes will come after you rather than just dropping straight down. Wait until they get in close and then jump over them to get out of the way.

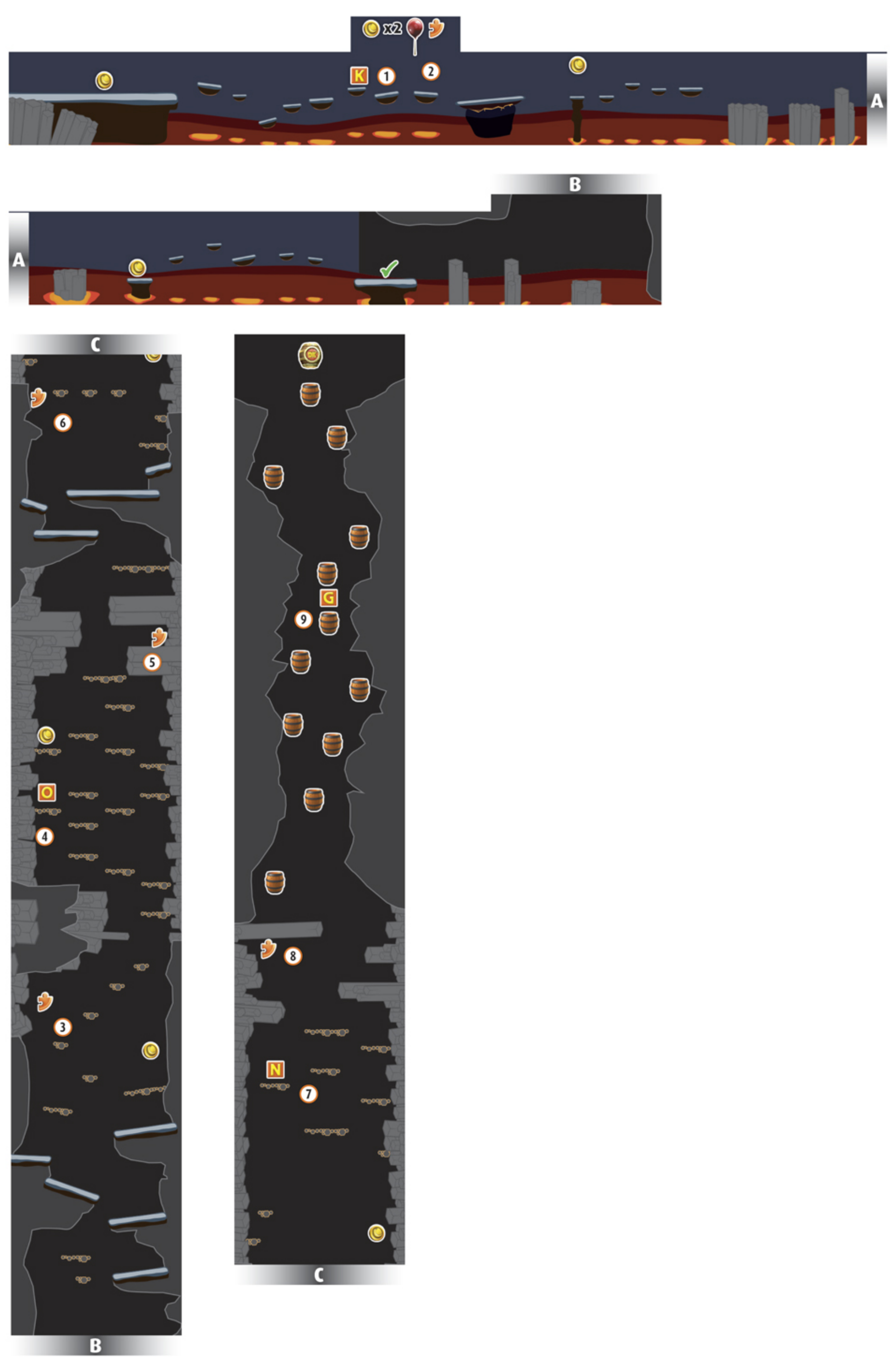
Get in your third hit on Tiki Tong's head to finally defeat him and free all of the bananas the Tikis have stolen from you. Great job, Donkey Kong!

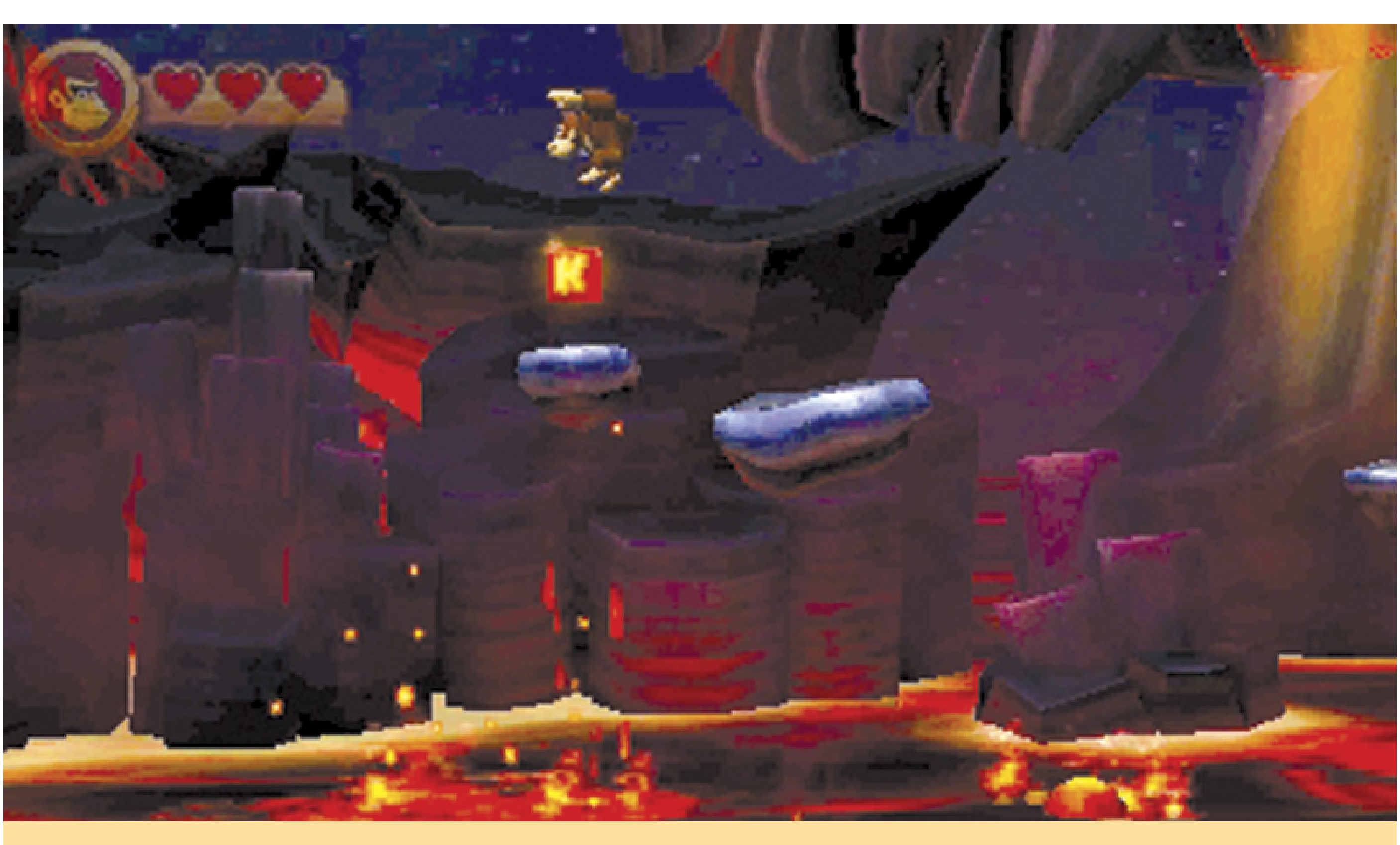
Note

Once you have defeated Tiki Tong, the Golden Temple level is unlocked for you to enter, but you can't do a whole lot there until you've finished the special temple level levels found in the first eight worlds. Manage this feat, and you'll unlock the inner recesses of the temple, which will take you to the ninth and final world of the game!

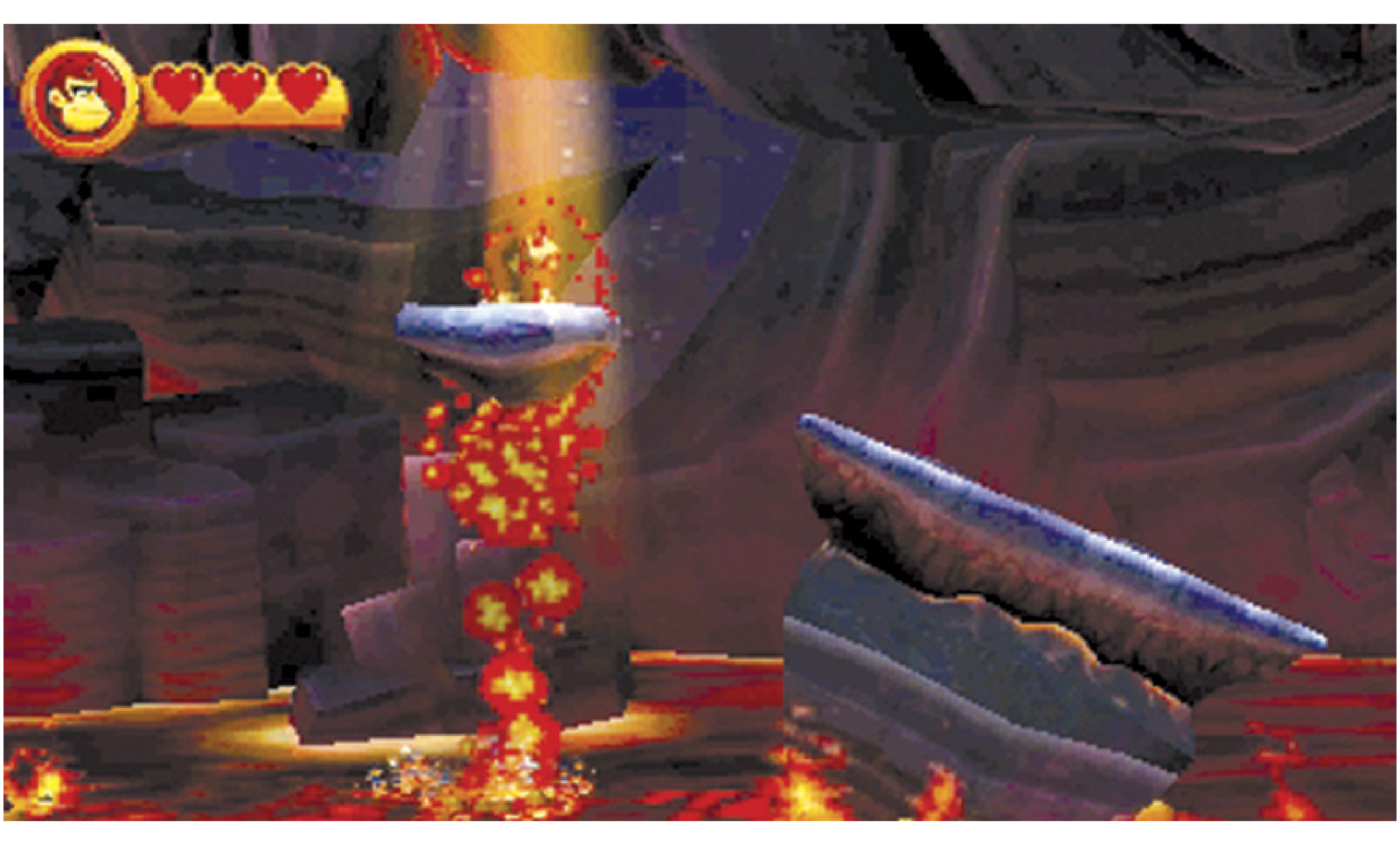
World 8

Red Red Rising

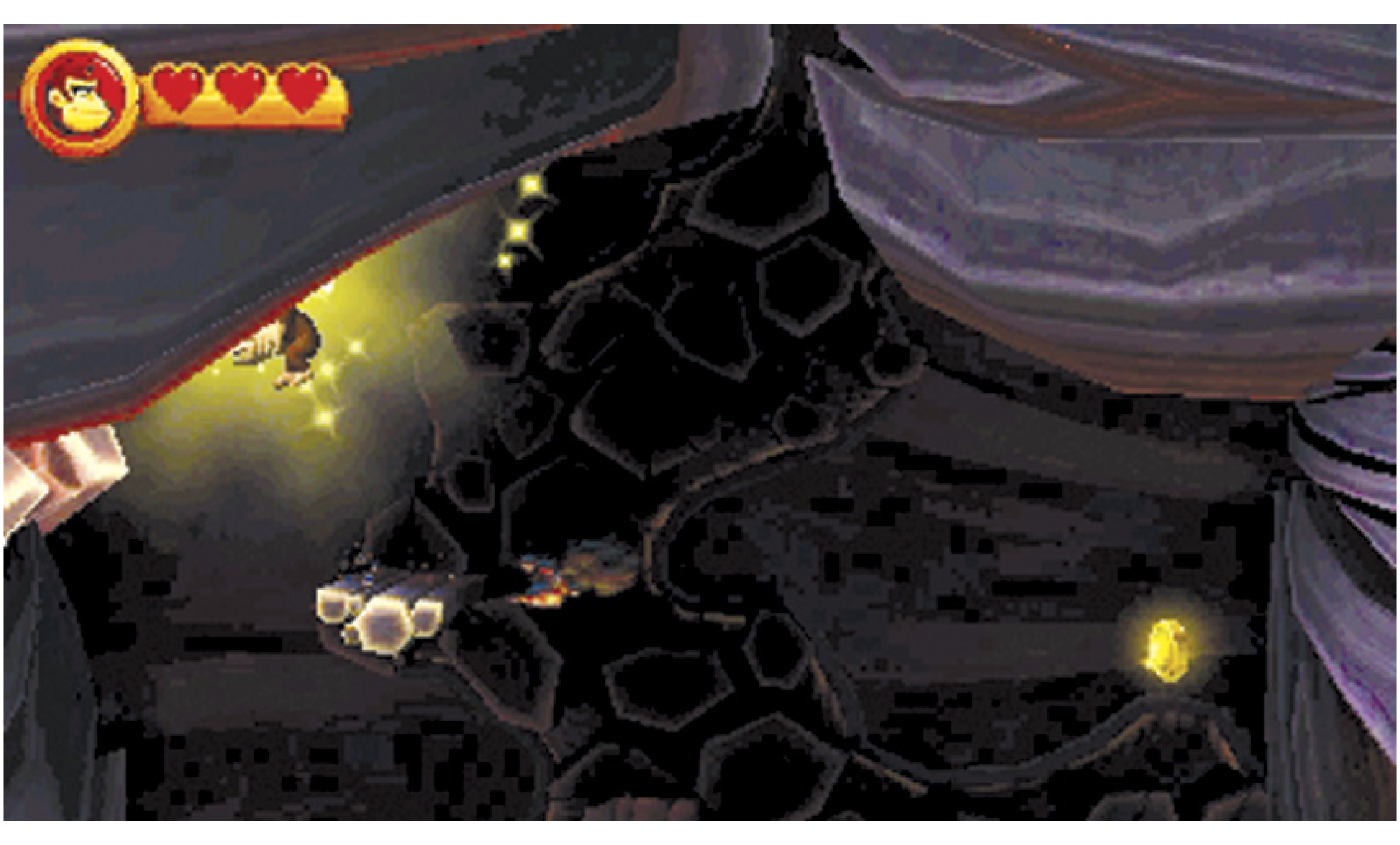




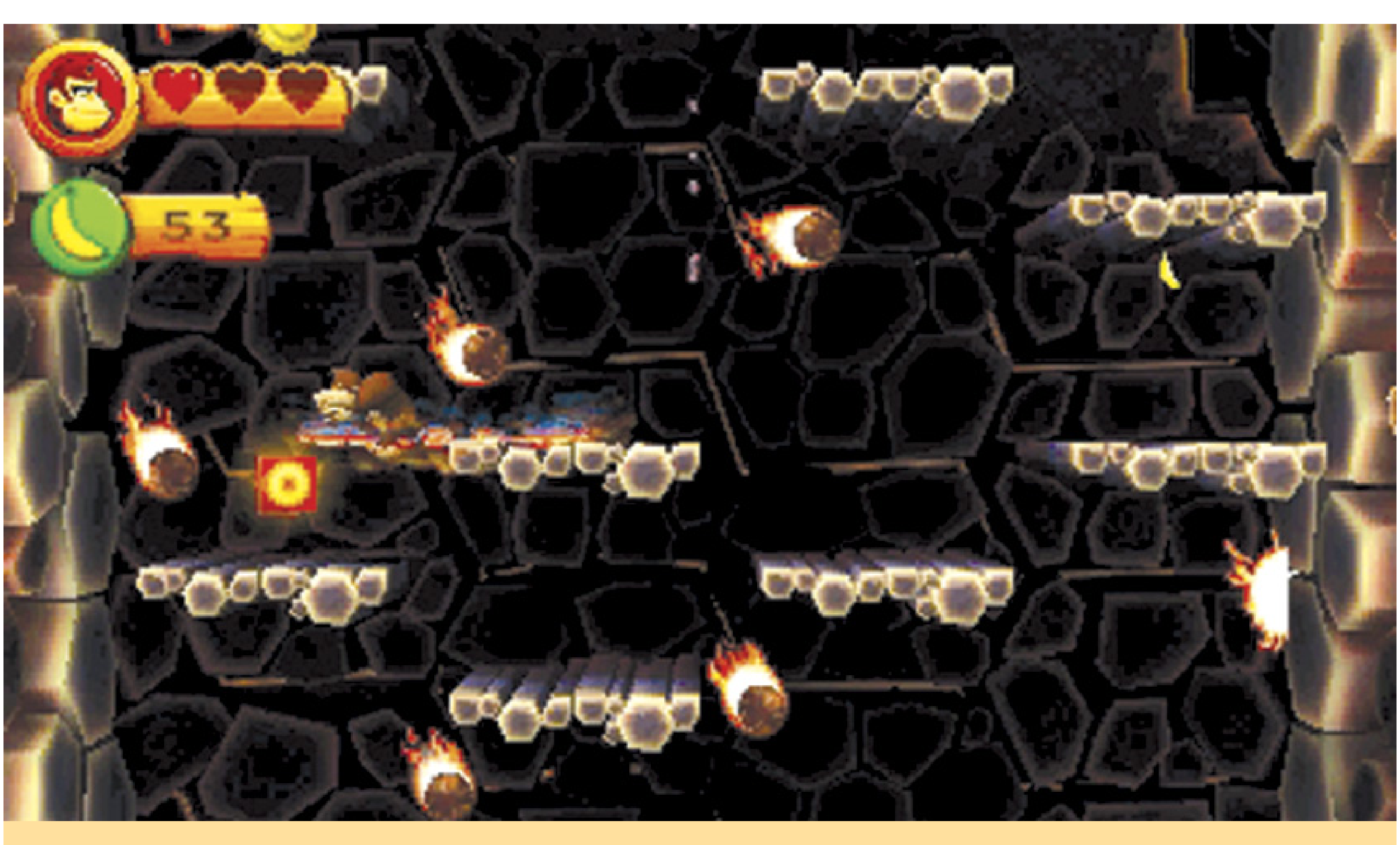
① K This level can be difficult. You have to jump across platforms that rise up from the lava and then fall back down. There is no time to pause during these sections. When you see the K KONG letter, jump past it to a platform, then jump back to the left to get the letter before advancing to the right.



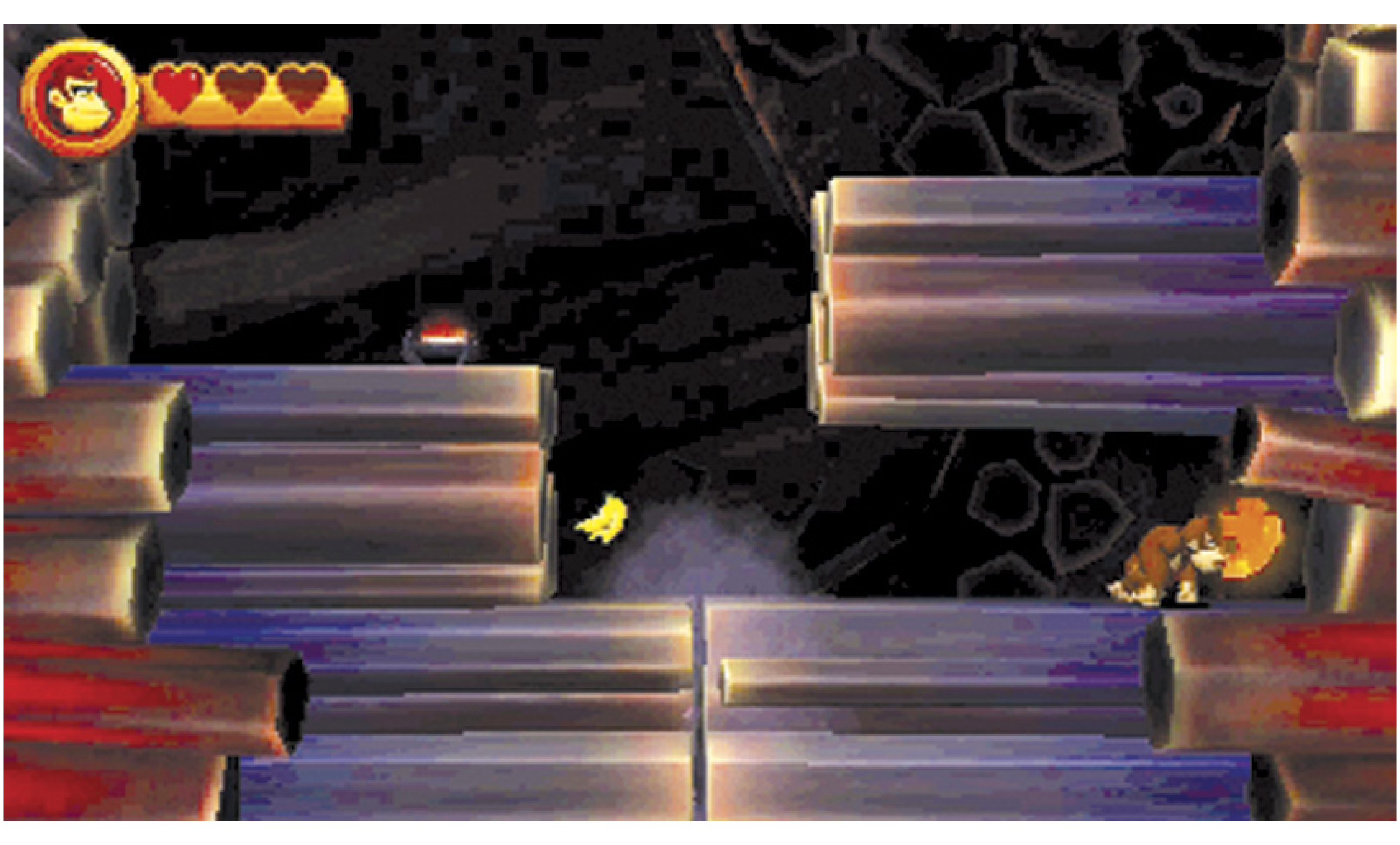
② Just past the K KONG letter, you land on a tilting platform. Stay on the left side of this platform and watch for a lava bubble to the left. When you see it, jump off to the left and land on a platform that shoots up from the lava. It will carry you to a bonus area. Collect all of the coins and bananas in order to earn the Puzzle Piece at the end.



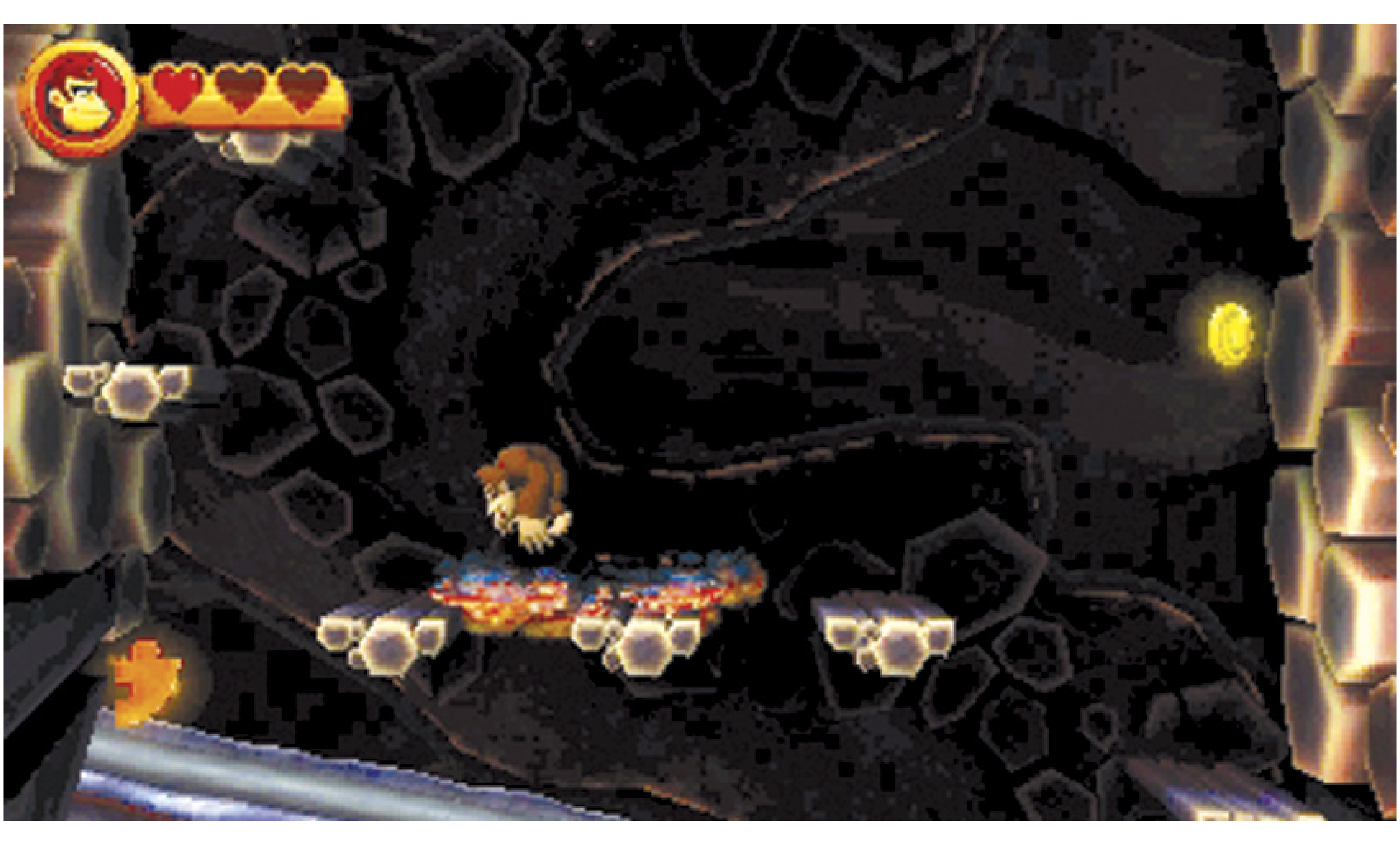
③ As you begin moving up the vertical section of the level, watch for a Puzzle Piece on the left. It is mostly hidden behind a rock, and all you can see is a little corner of it. Jump up on some small platforms to get it.



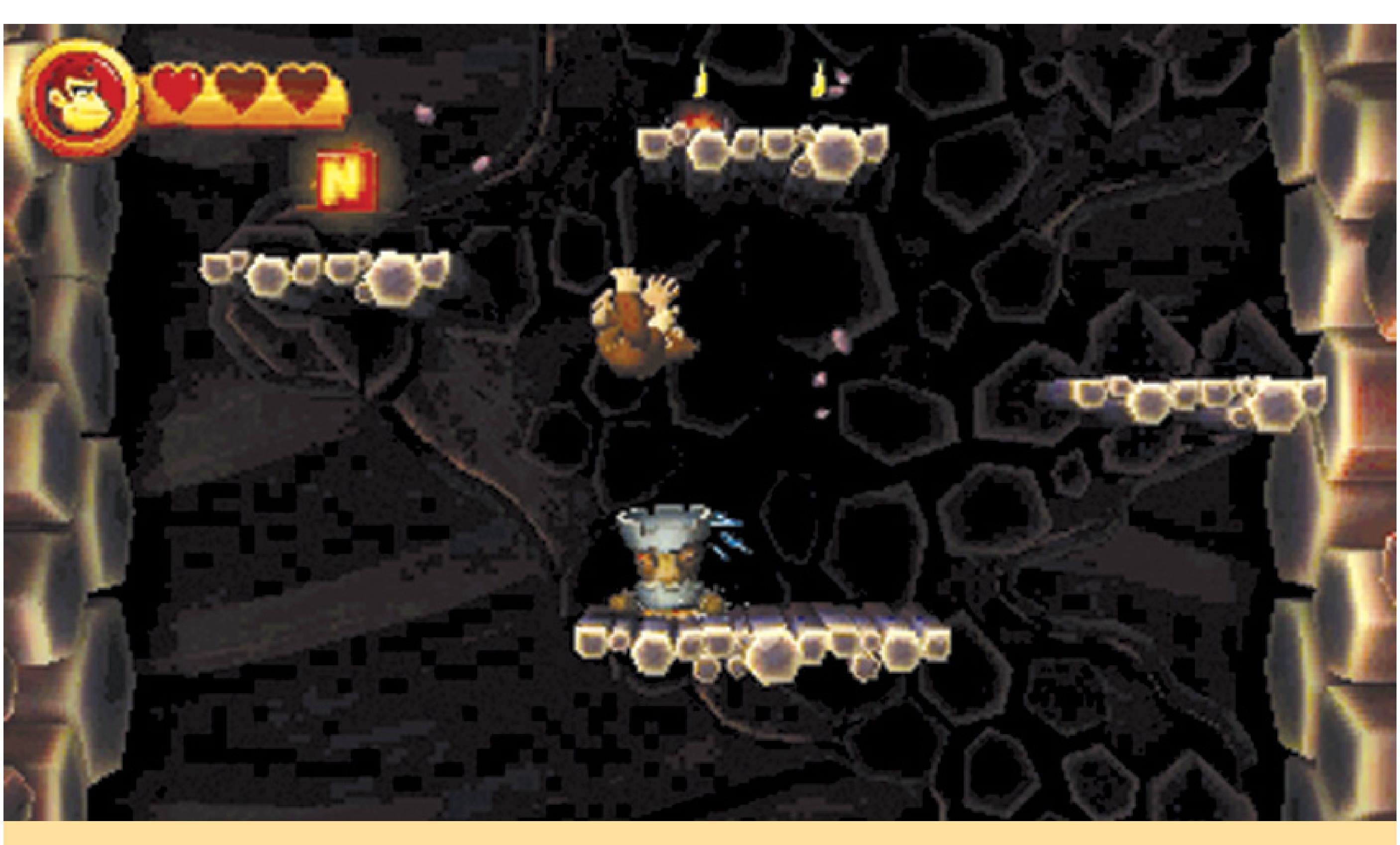
④ O Char-Chars fly across the area where the O KONG letter is located. Duck under or jump over these enemies as you jump up to the platform and grab the letter.



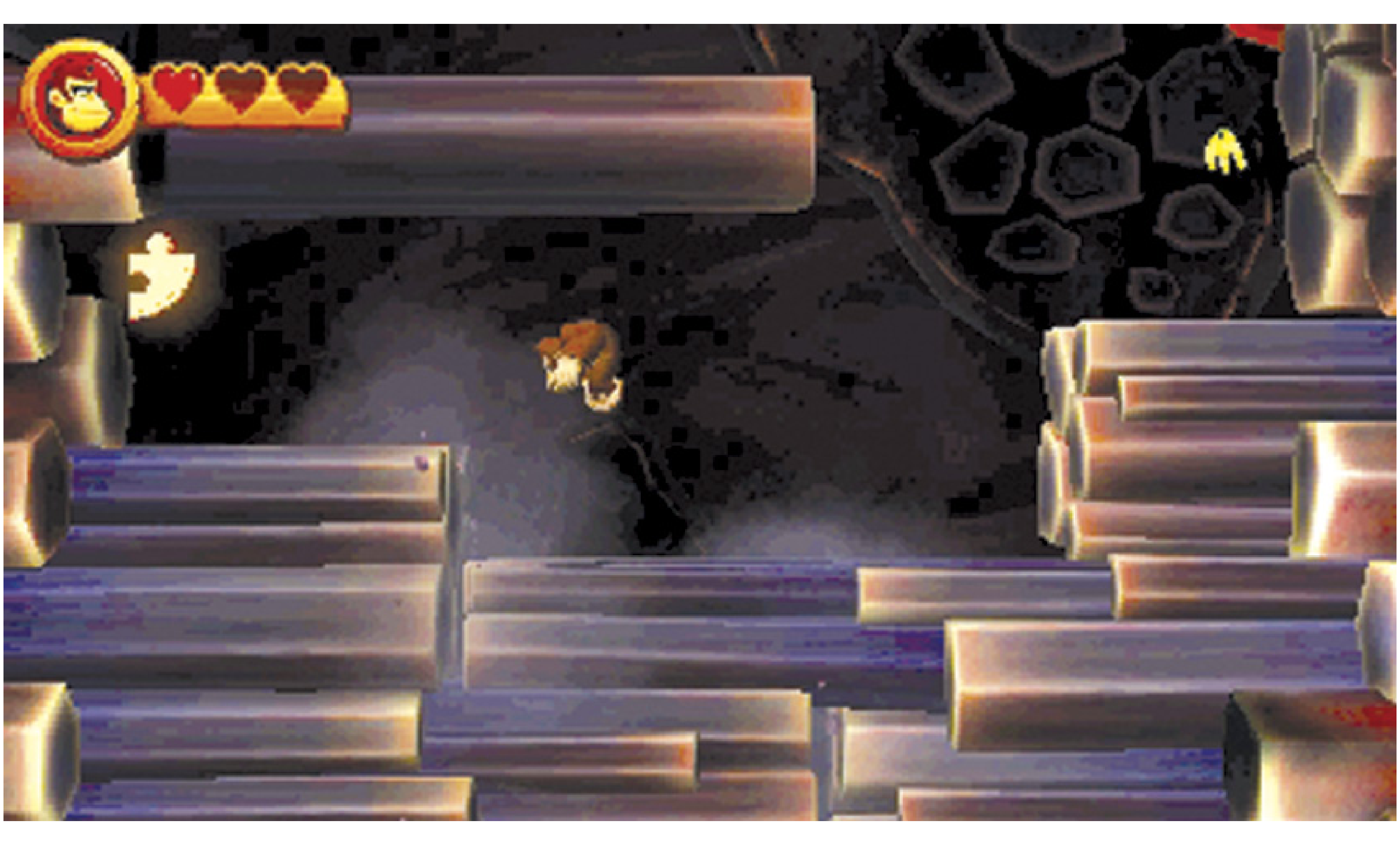
⑤ Stone shafts extend from the sides of the walls and then retract. Be careful not to get smashed as you jump onto a shaft and then move right to get the Puzzle Piece as it comes out from the wall. When the shaft retracts, the Puzzle Piece goes with it, so move quickly to grab it and then hurry out of this spot.



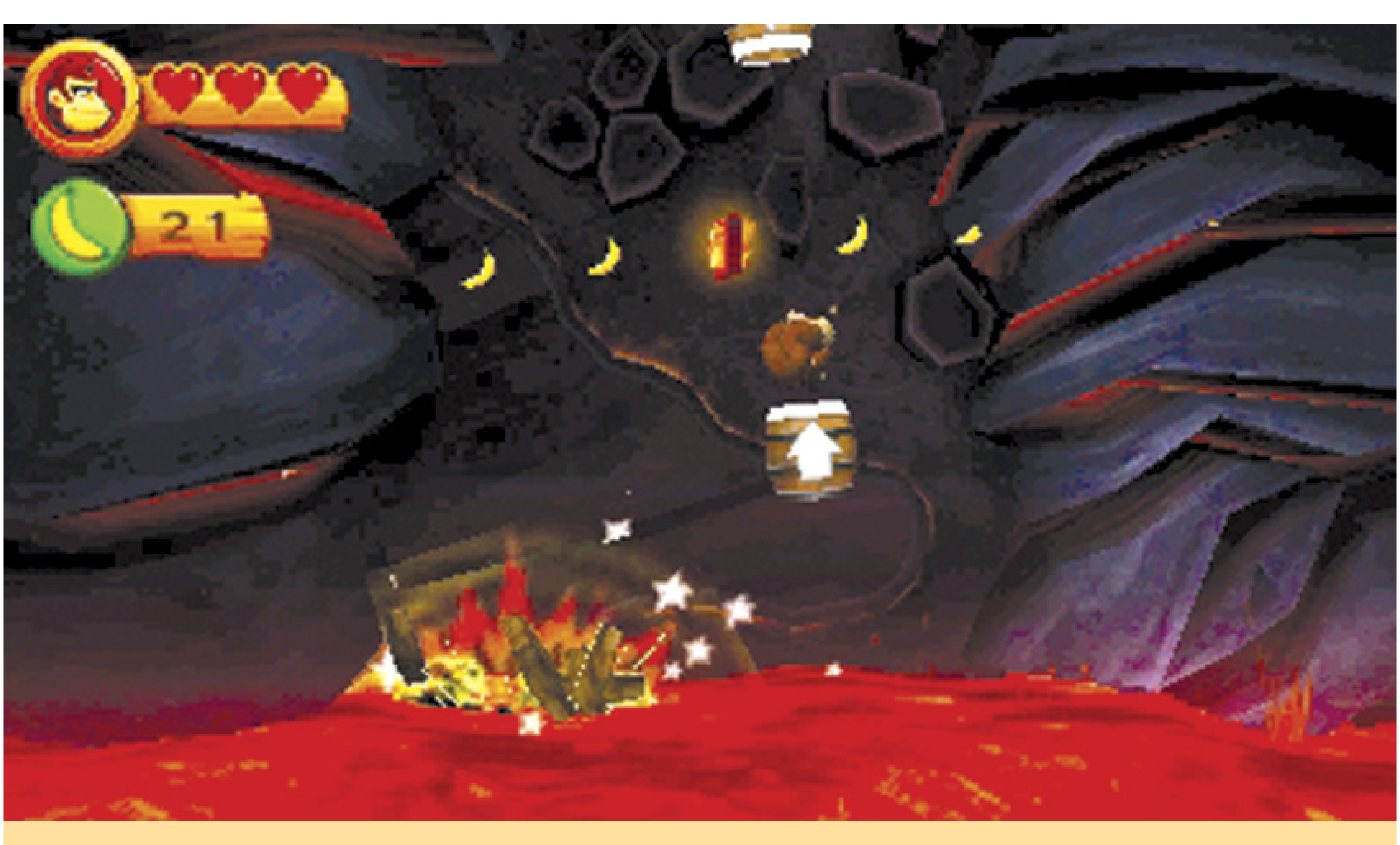
⑥ This Puzzle Piece comes out of the wall's left side as a chunk of rock pushes to the right. Jump across the three small platforms, and quickly drop down to get the Puzzle Piece. Jump up to continue on.



⑦ N As you jump up platforms along the right side, head left to collect the N KONG letter. You must move quickly, as the level continues to descend into the lava. Grab the letter and keep moving up.



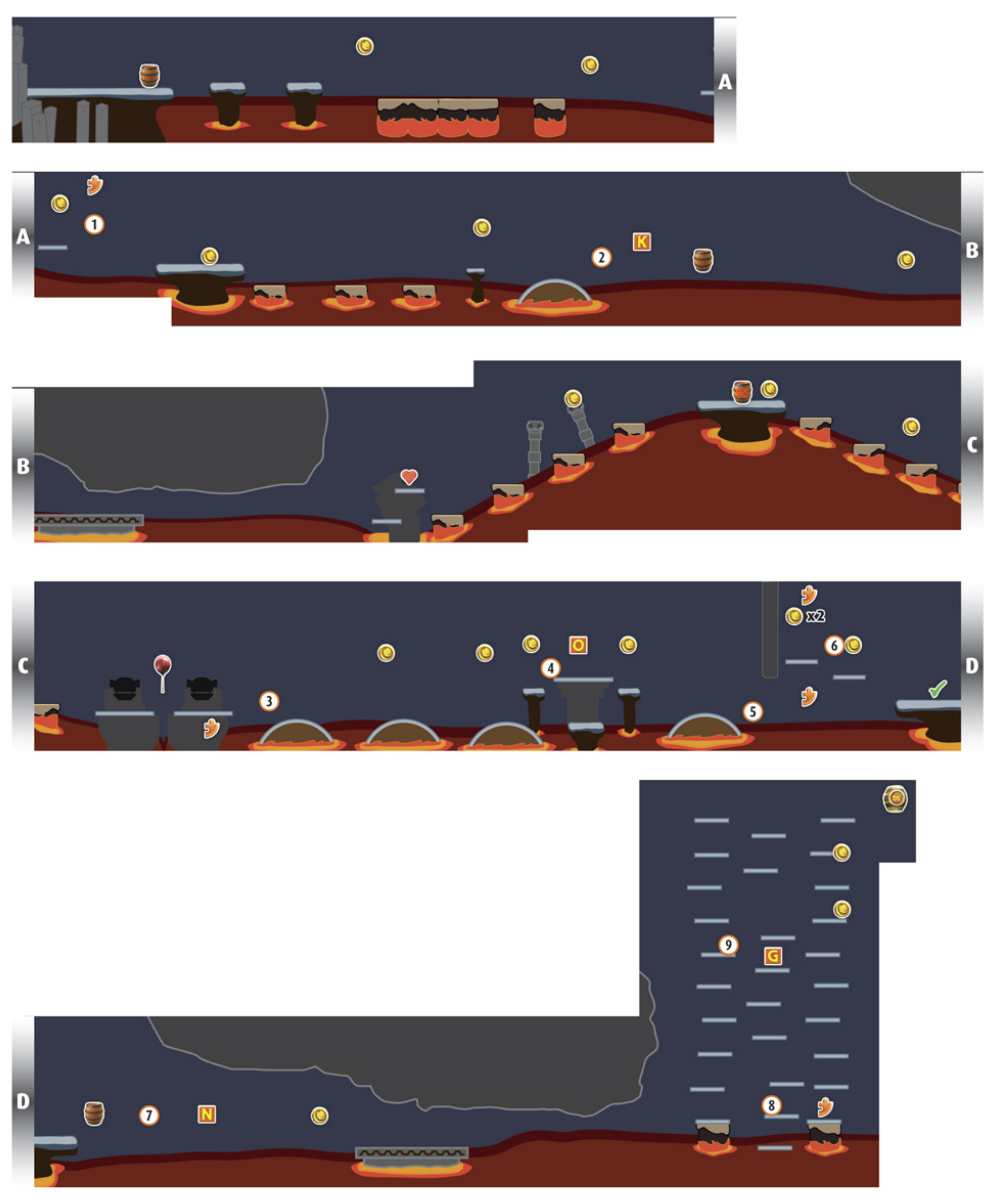
⑧ This last Puzzle Piece is located among shafts of rock that come out of the wall's sides. As before, be careful not to get smashed between two shafts, and move left to grab the Puzzle Piece. Once you have it, jump up and out of the way.

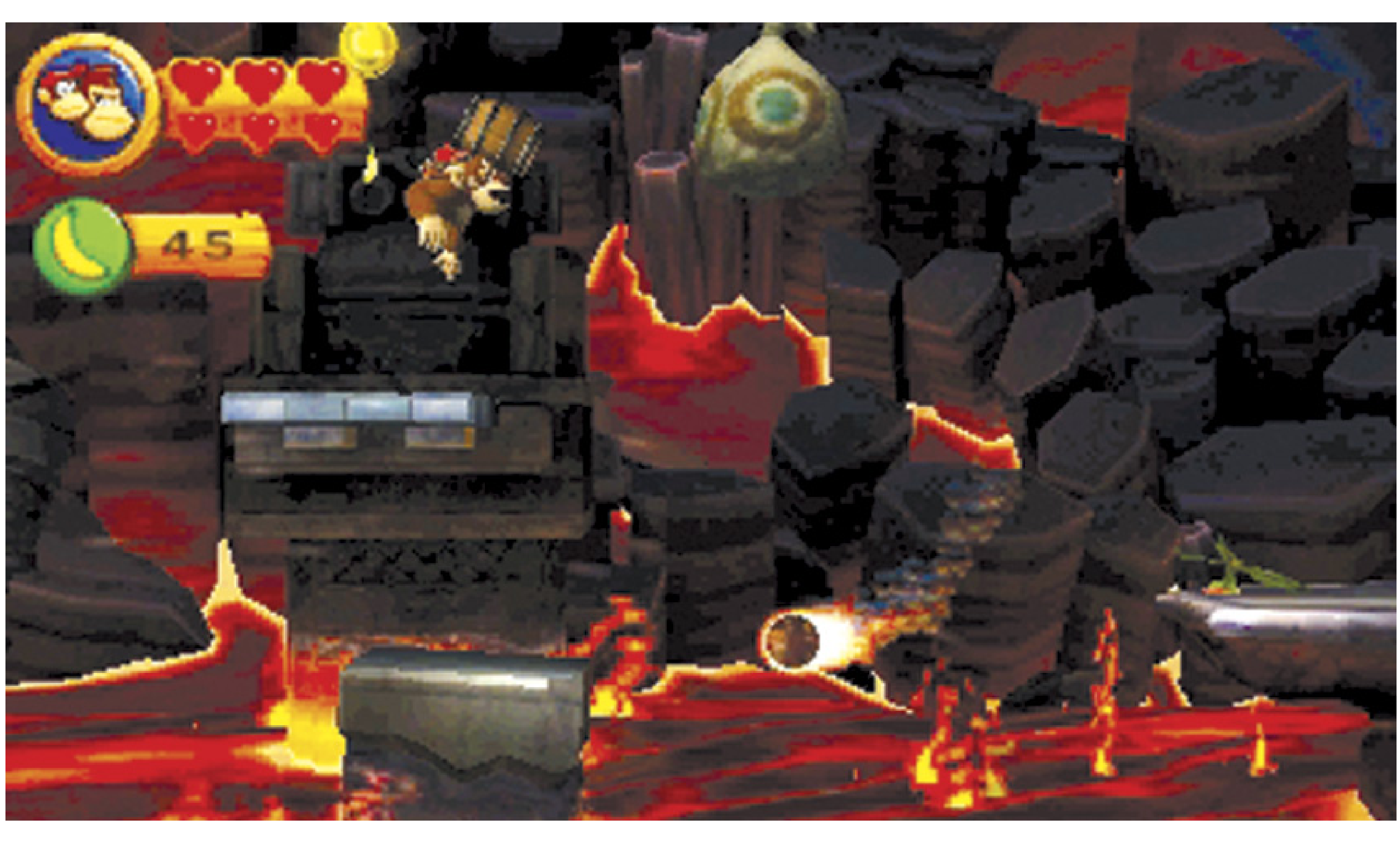


⑨ G The last part of the level has you shooting from barrel to barrel. The lava is rising right below you, so don't delay or you will get burned. When you reach this barrel, quickly fire away so you shoot through the G KONG letter. Continue to the top and hit the Slot-Machine Barrel to complete the level.

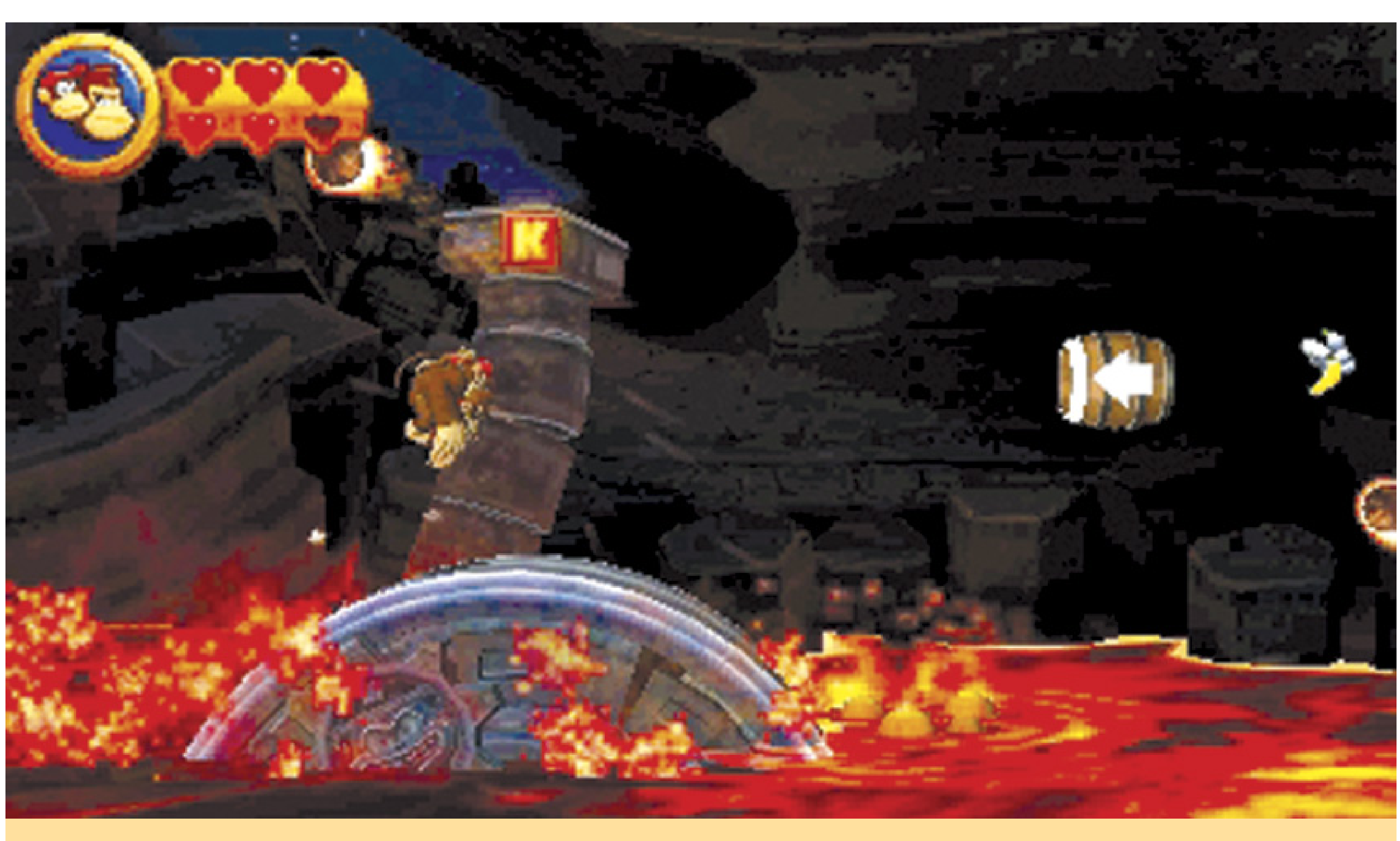
World 8

Moving Melters

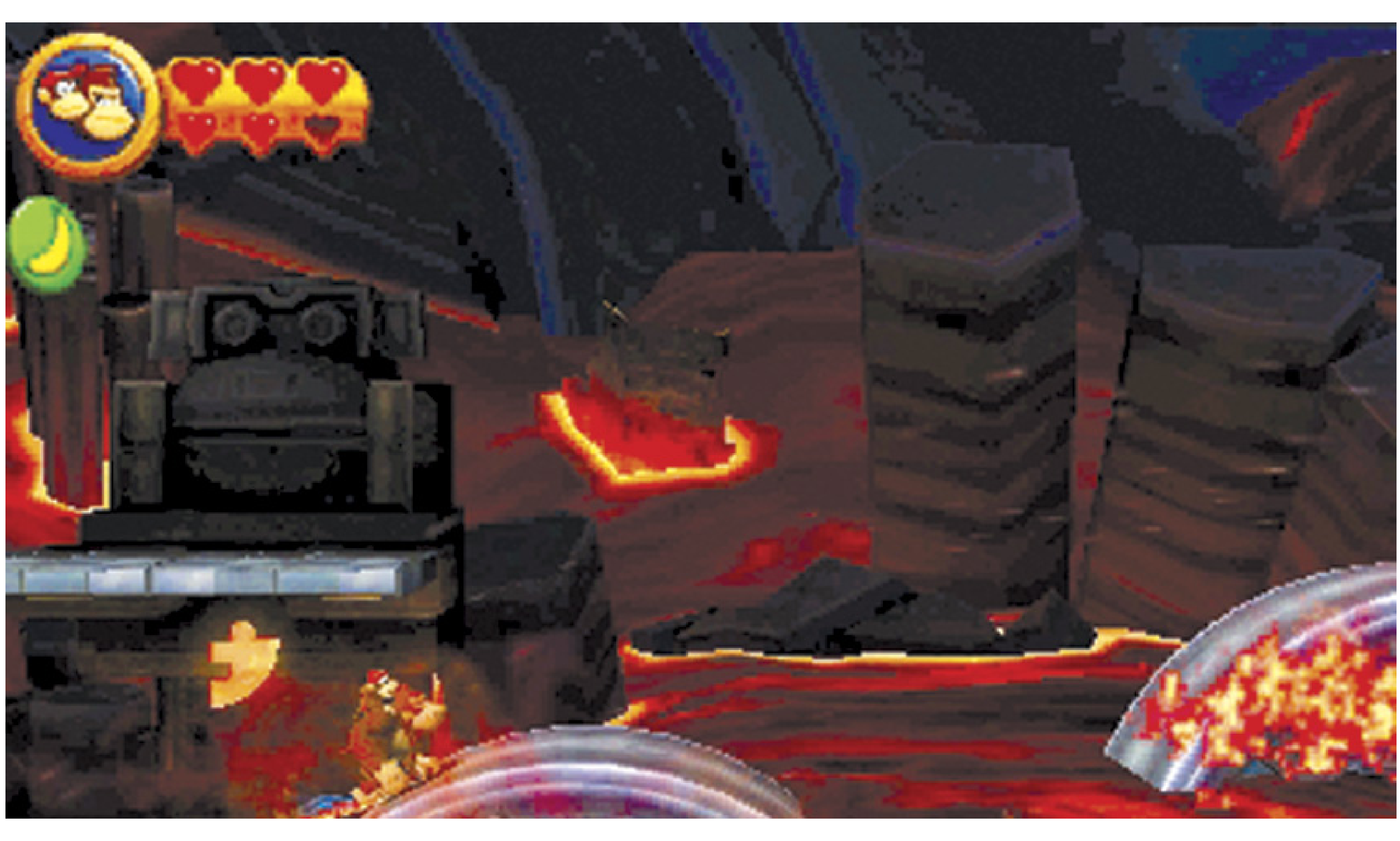




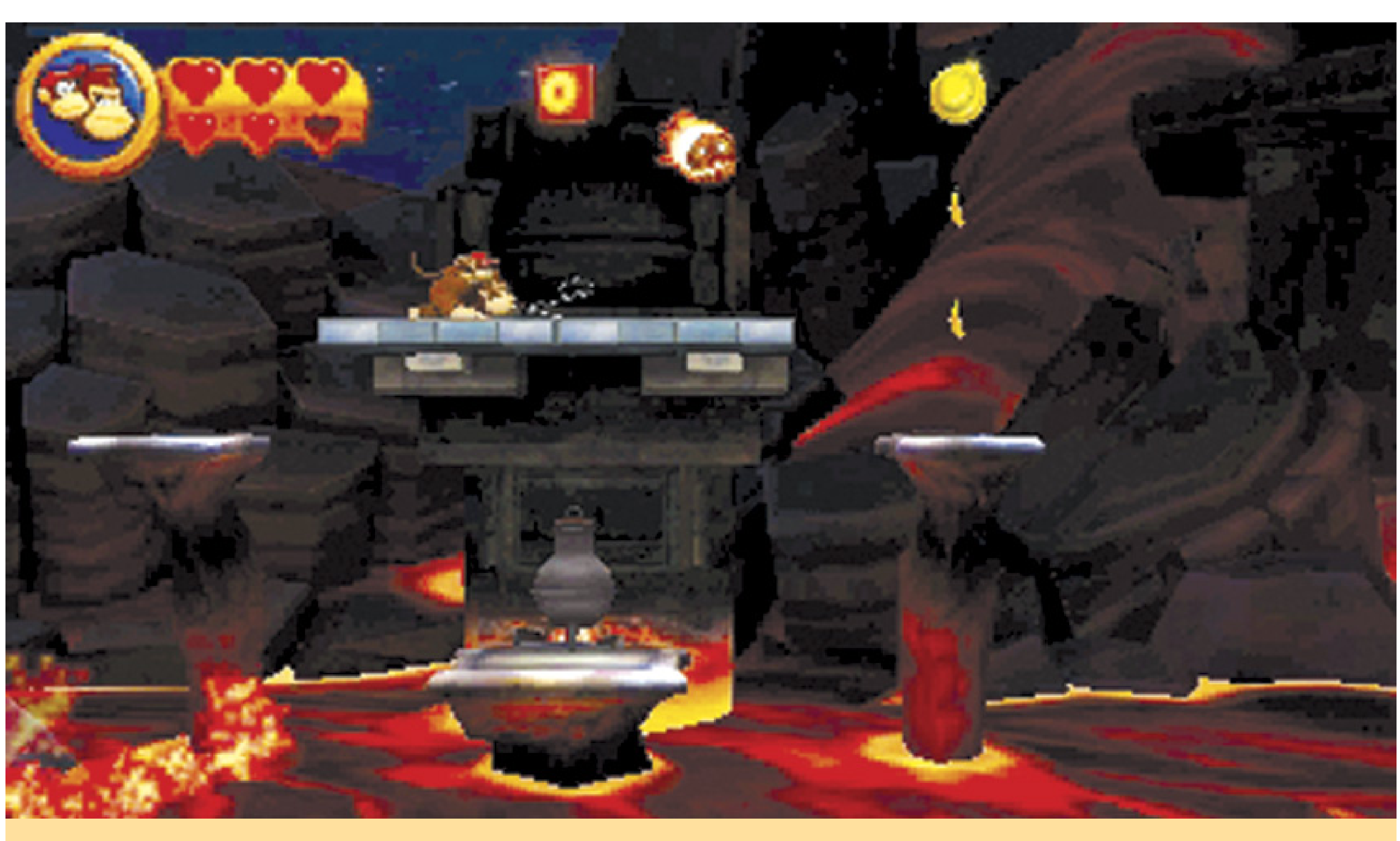
① Grab the barrel near the start and carry it with you as you jump across several platforms and dodge Char-Chars. Jump onto a platform, and from there jump up and throw the barrel at this bag to release the first Puzzle Piece.



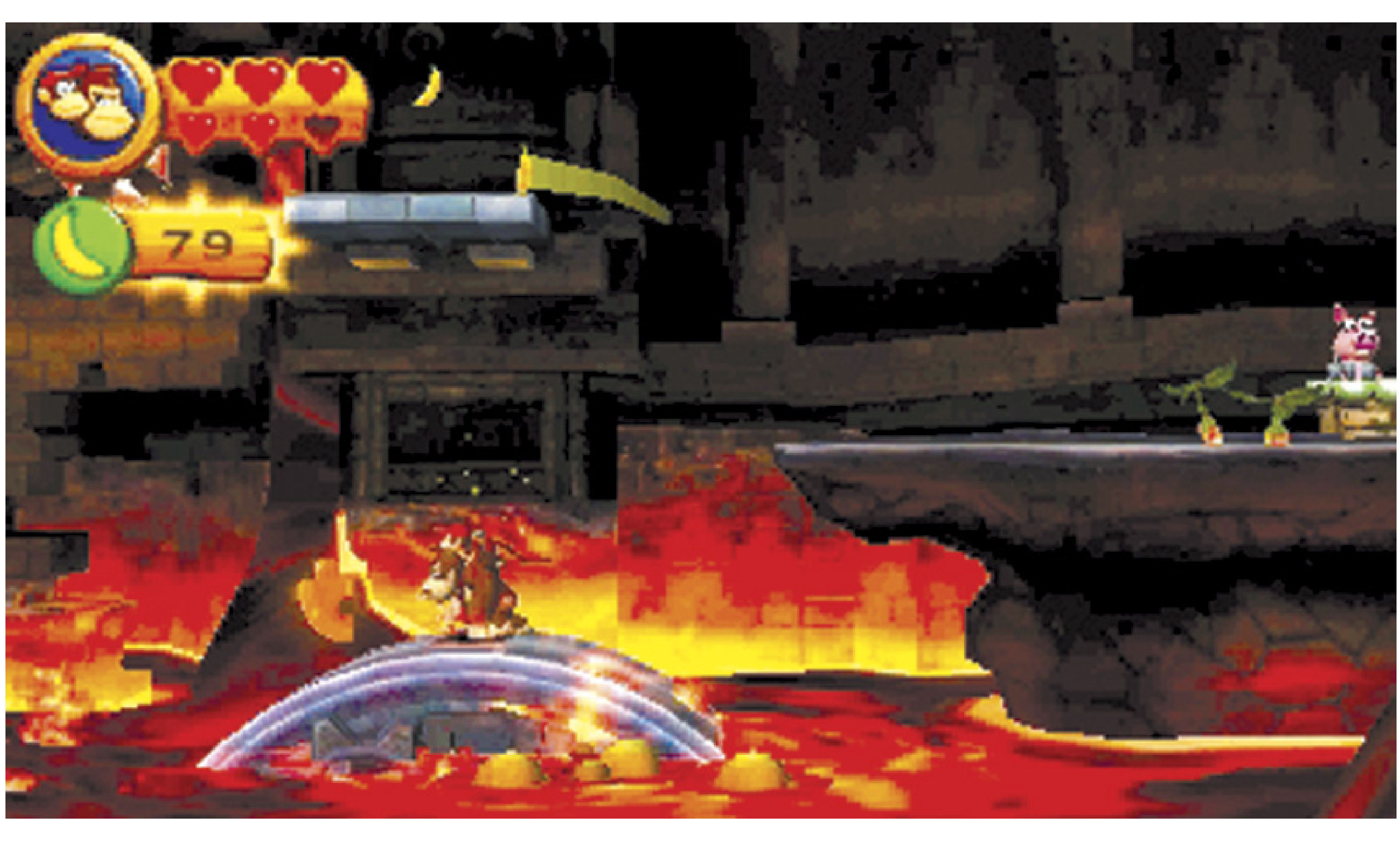
② K At this point in the level, you cross the lava by walking along a giant stone wheel as it rolls right. Jump up and grab the K KONG letter as you pass under it. Be careful that you land back on the wheel and not in the lava.



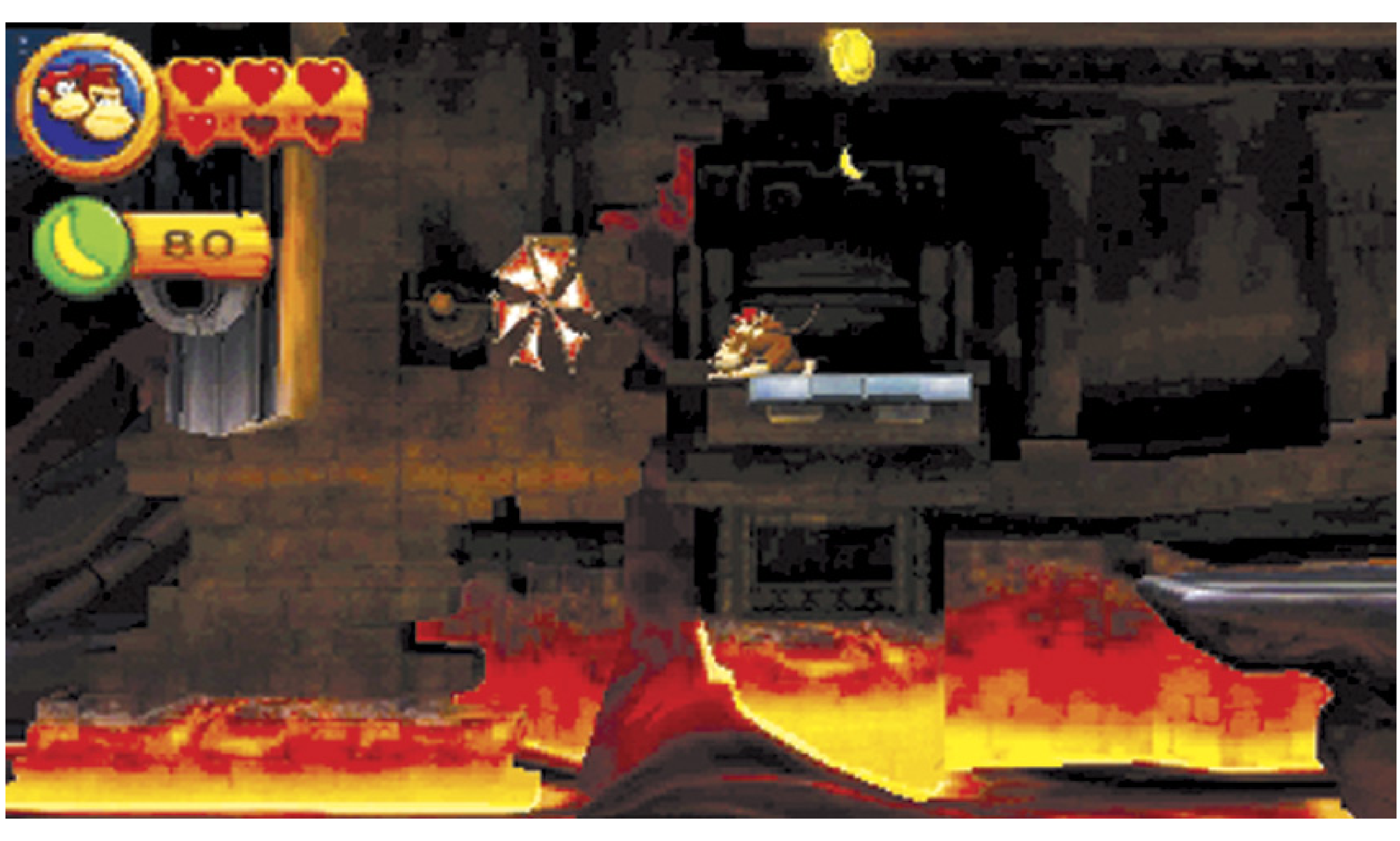
③ The next Puzzle Piece is located beneath a platform. Jump over to a stone wheel and walk along it as it rolls left. As it goes under the platform, jump up to get the Puzzle Piece and land on the platform.



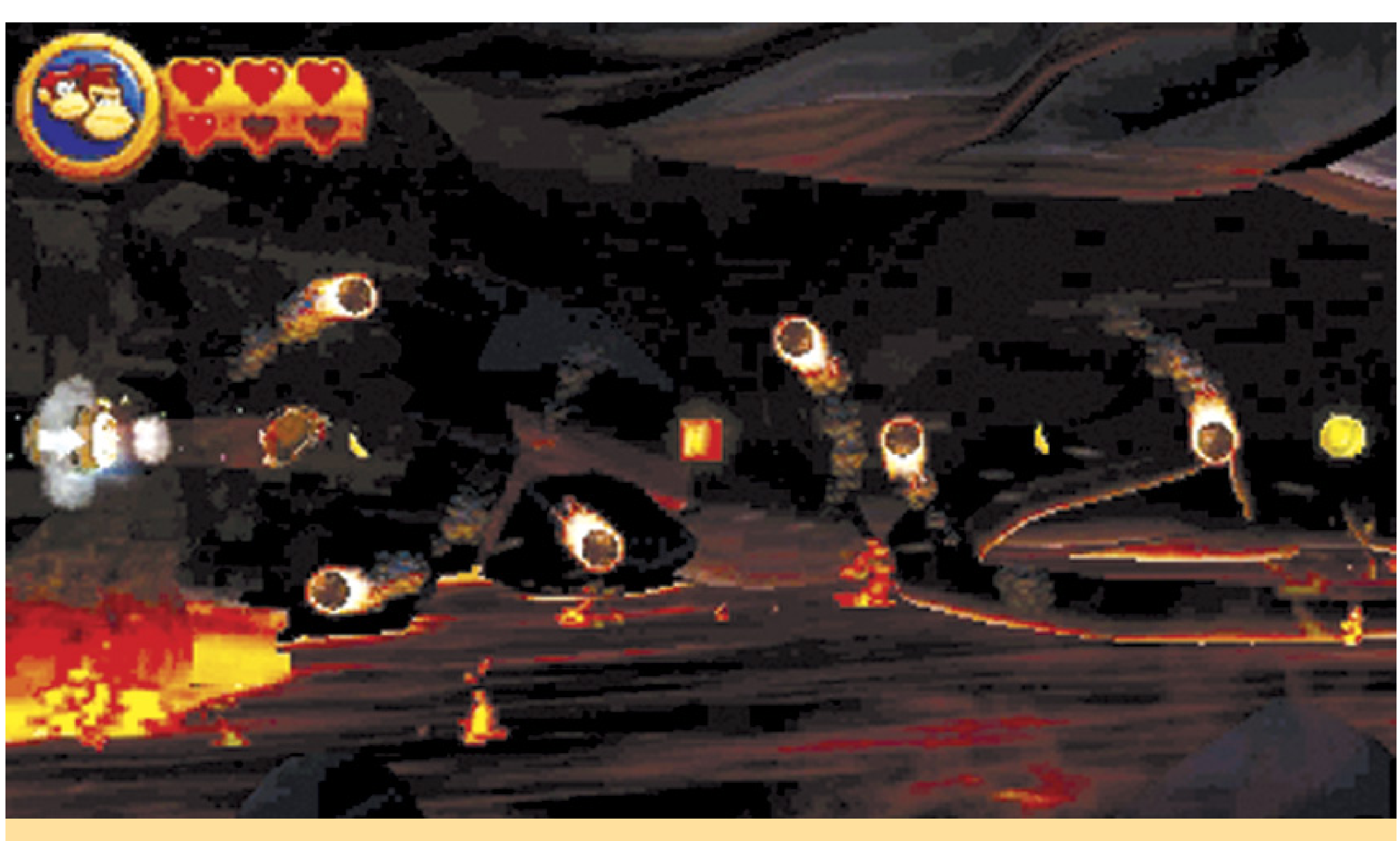
④ O Jump onto this platform, and watch out for the Char-Char as you collect the O KONG letter.



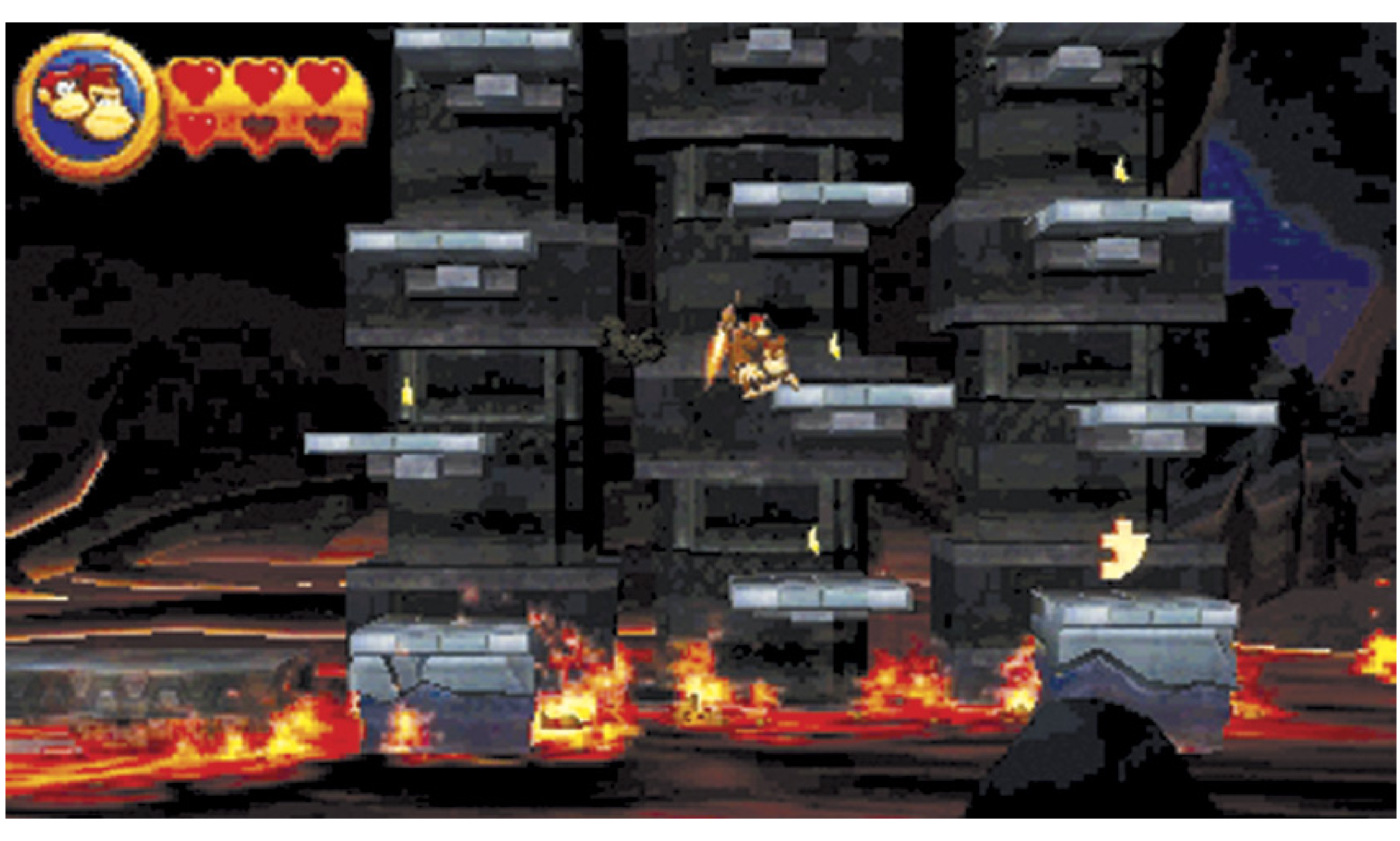
⑤ As you walk along another stone wheel that is rolling right, watch for a Puzzle Piece that will come up from the lava and follow the wheel. Grab it and then jump onto the platform to the right so you don't fall into the lava.



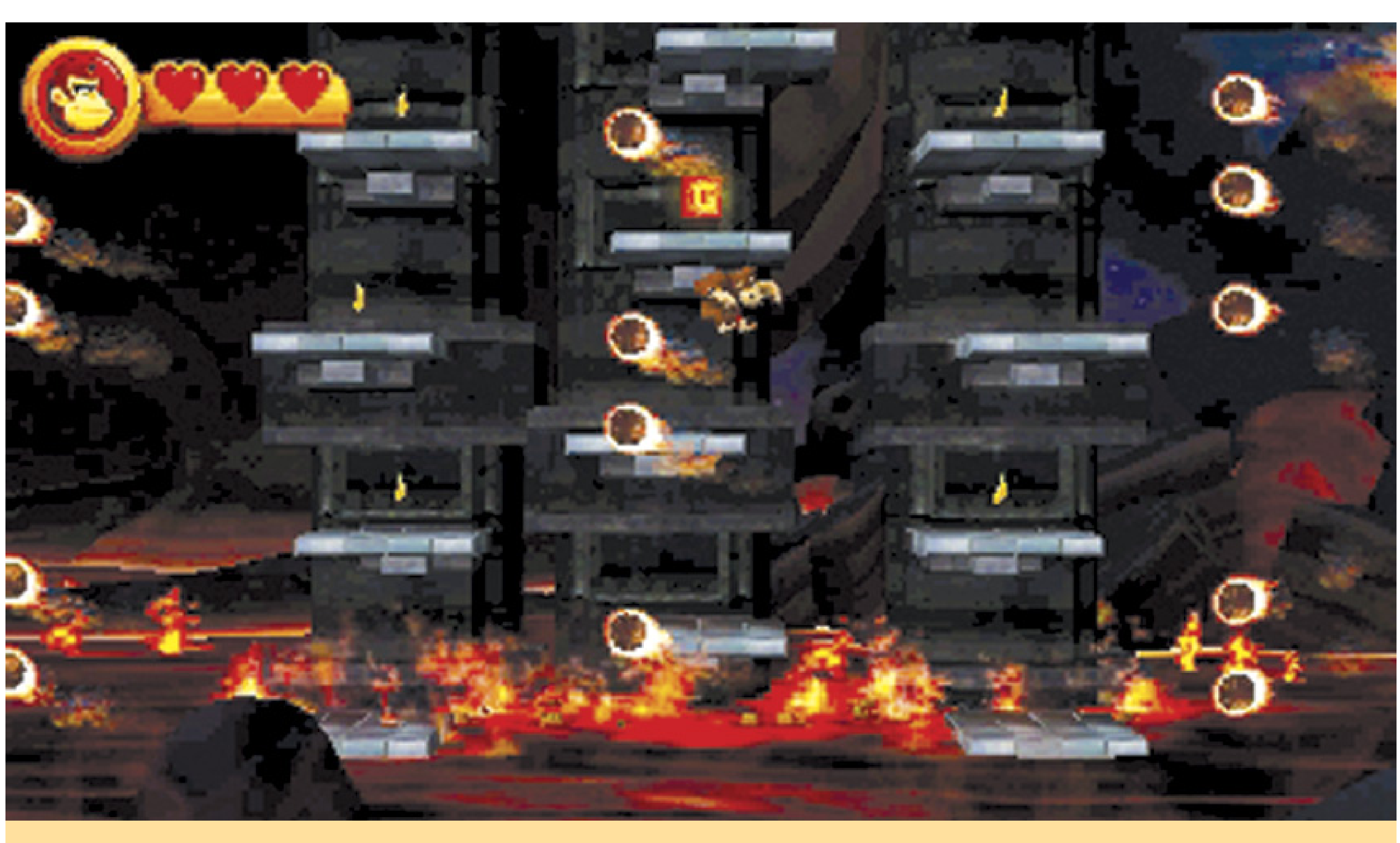
⑥ After getting off the wheel, jump to a smaller platform to the left and blow on a windmill. This will lower a platform. Jump onto it and ride it into a bonus area. Collect the coins and bananas to get the Puzzle Piece.



⑦ N The N KONG letter is located in a swarm of Char-Chars. You will shoot through this area from a barrel. Watch for a pattern in the Char-Chars' movement, and time your shot so you miss them as you collect the letter during your brief flight.



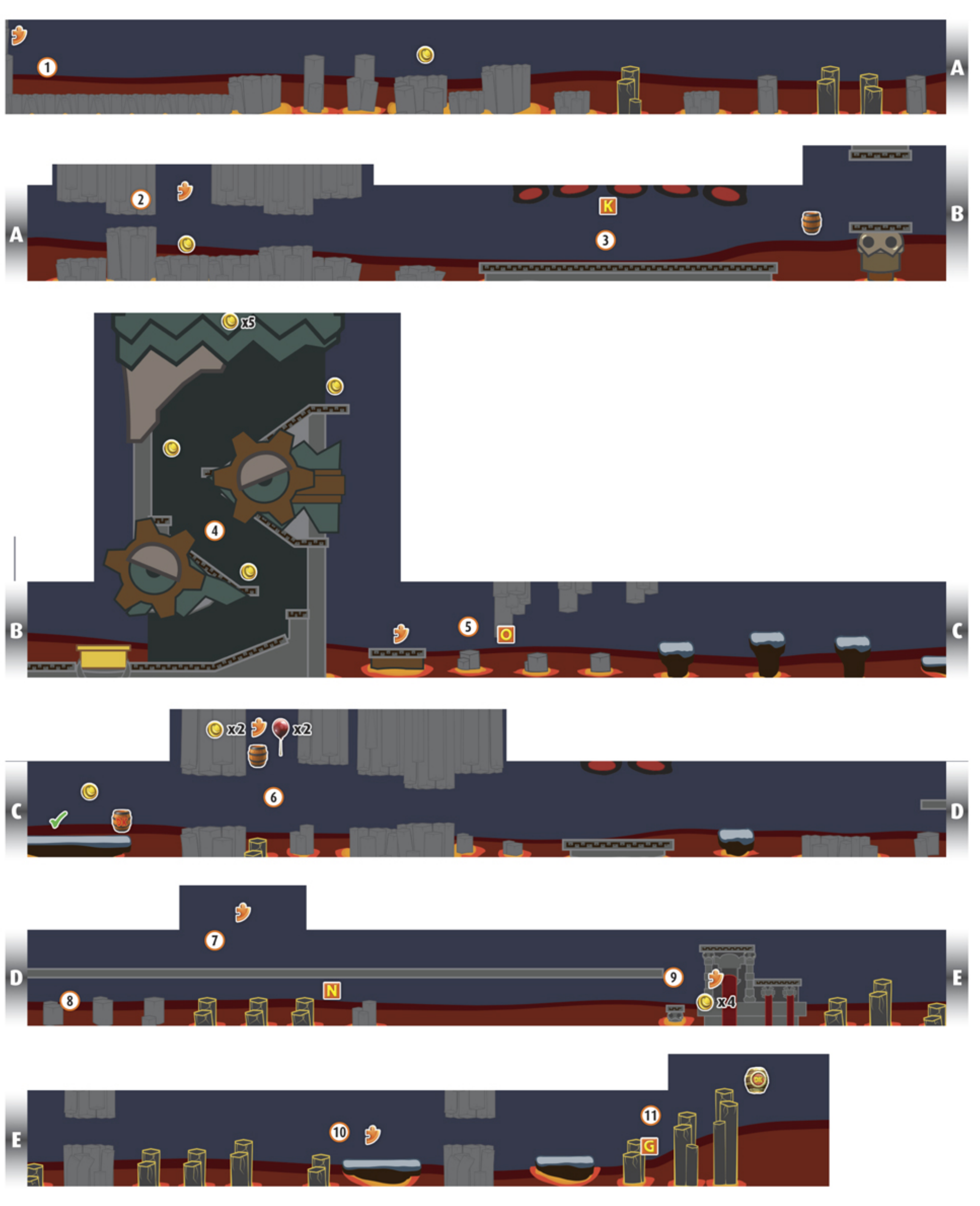
⑧ Near the level's end, you must climb up platforms on a sinking structure. Rush across to the far right so you can get the last Puzzle Piece before it sinks into the lava.

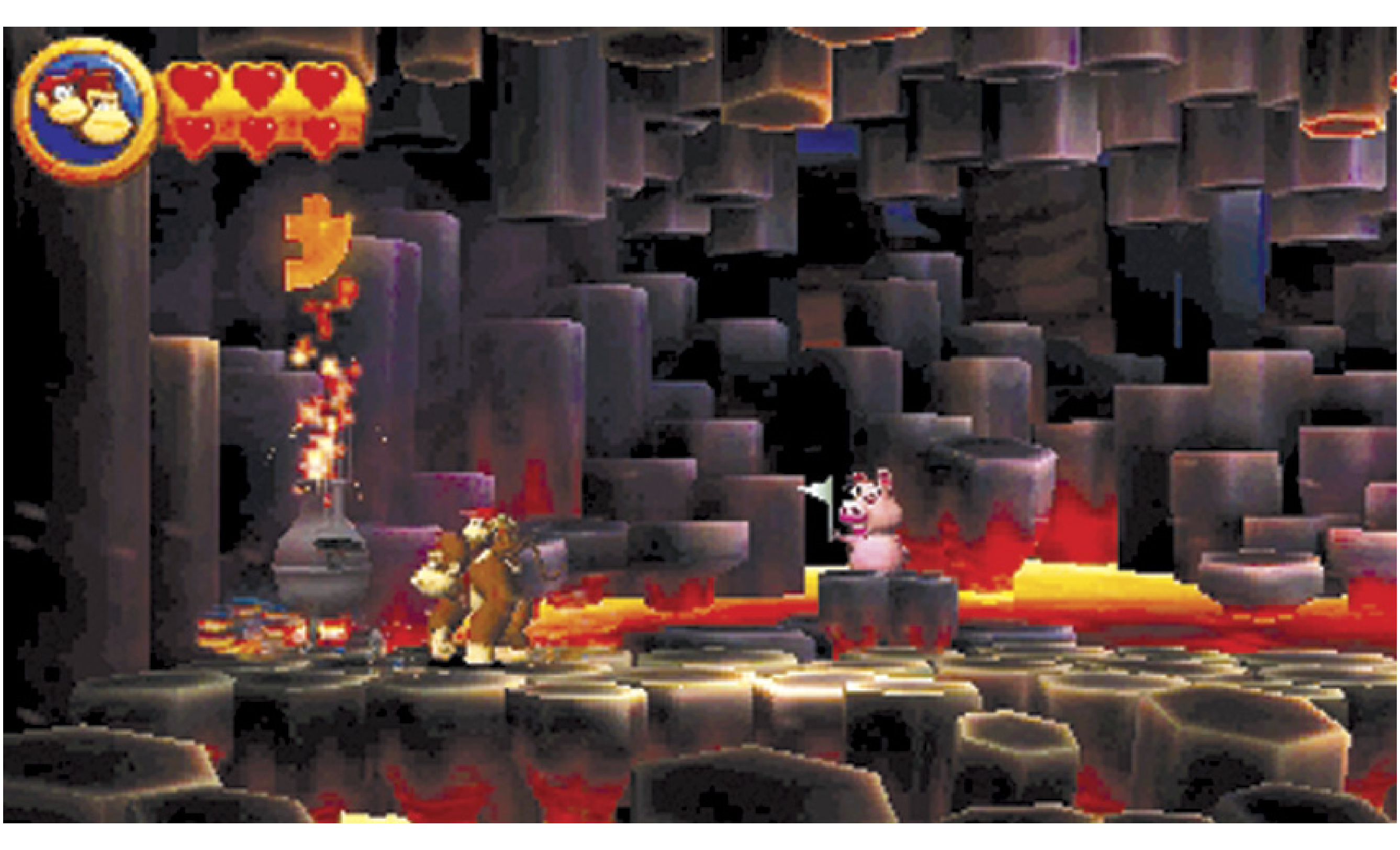


⑨ G Jump your way to the top of the sinking structure as you avoid Char-Chars and fireballs. The G KONG letter is in the center row near the top. Grab it to spell out K-O-N-G, and then continue to the top. Jump off to the right and hit the Slot-Machine Barrel to complete the level.

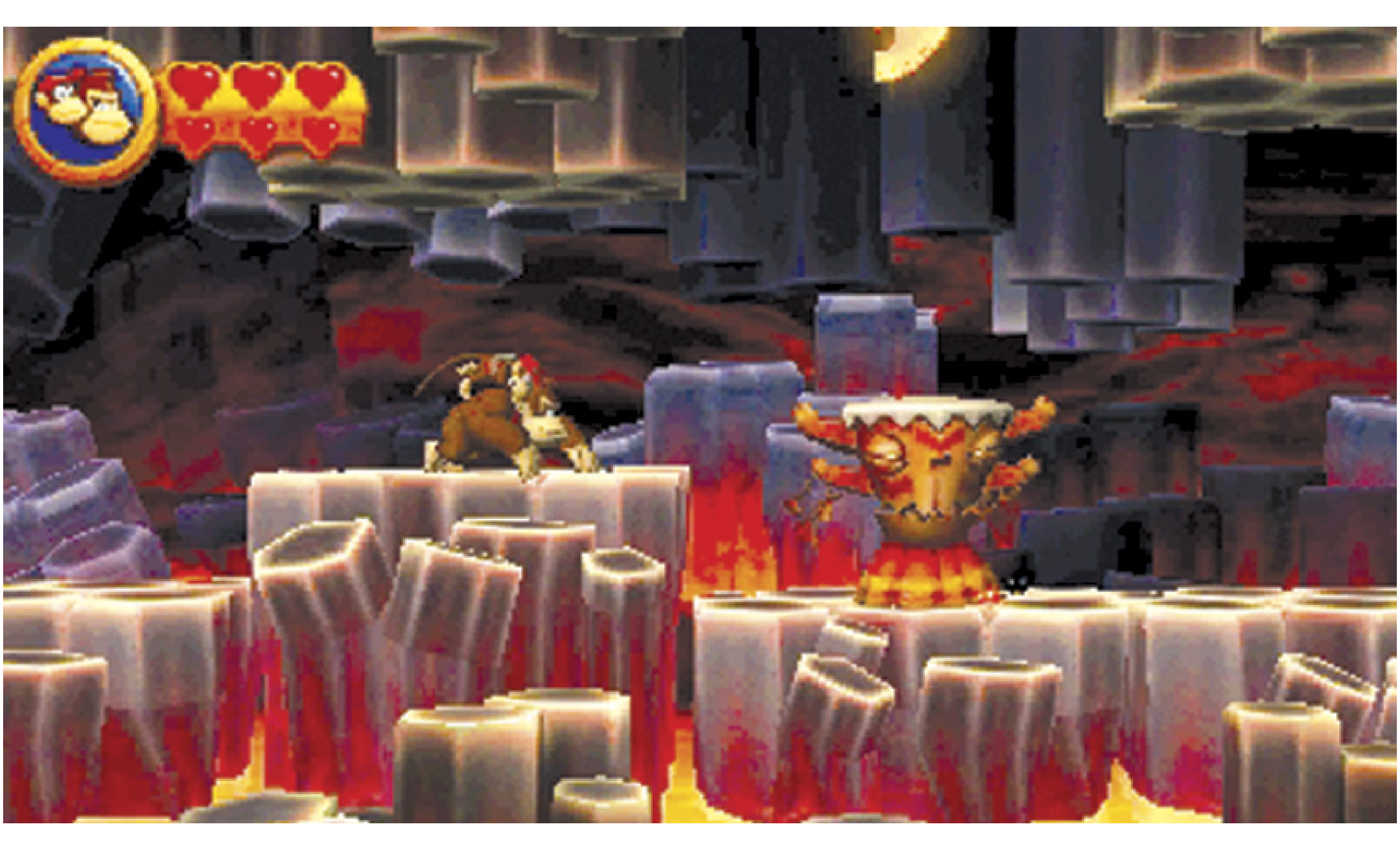
World 8

Bobbing Basalt

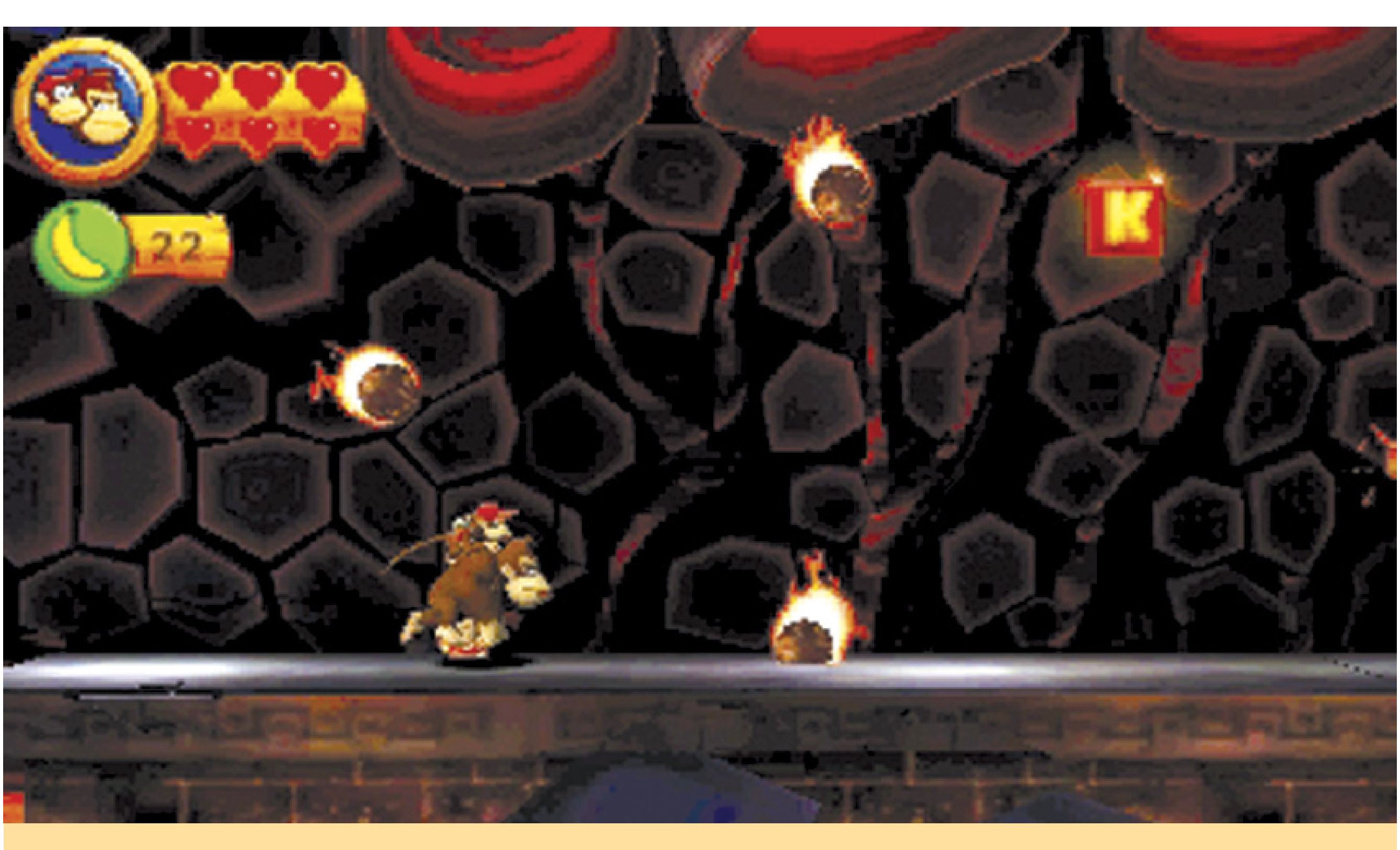




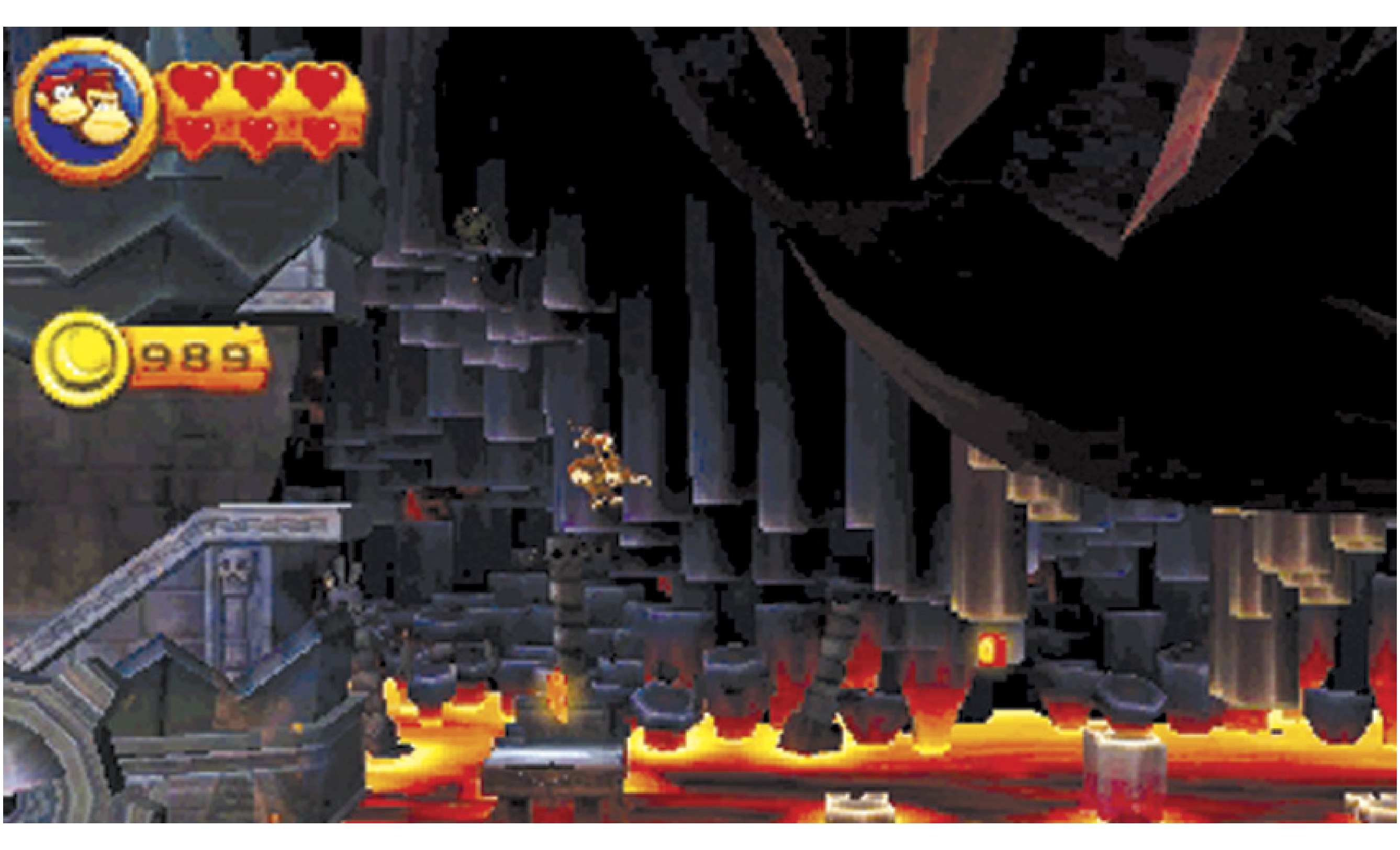
① The first Puzzle Piece is located at the level's start. Pound the container and then pick up the Puzzle Piece that pops out. One down and six more to go.



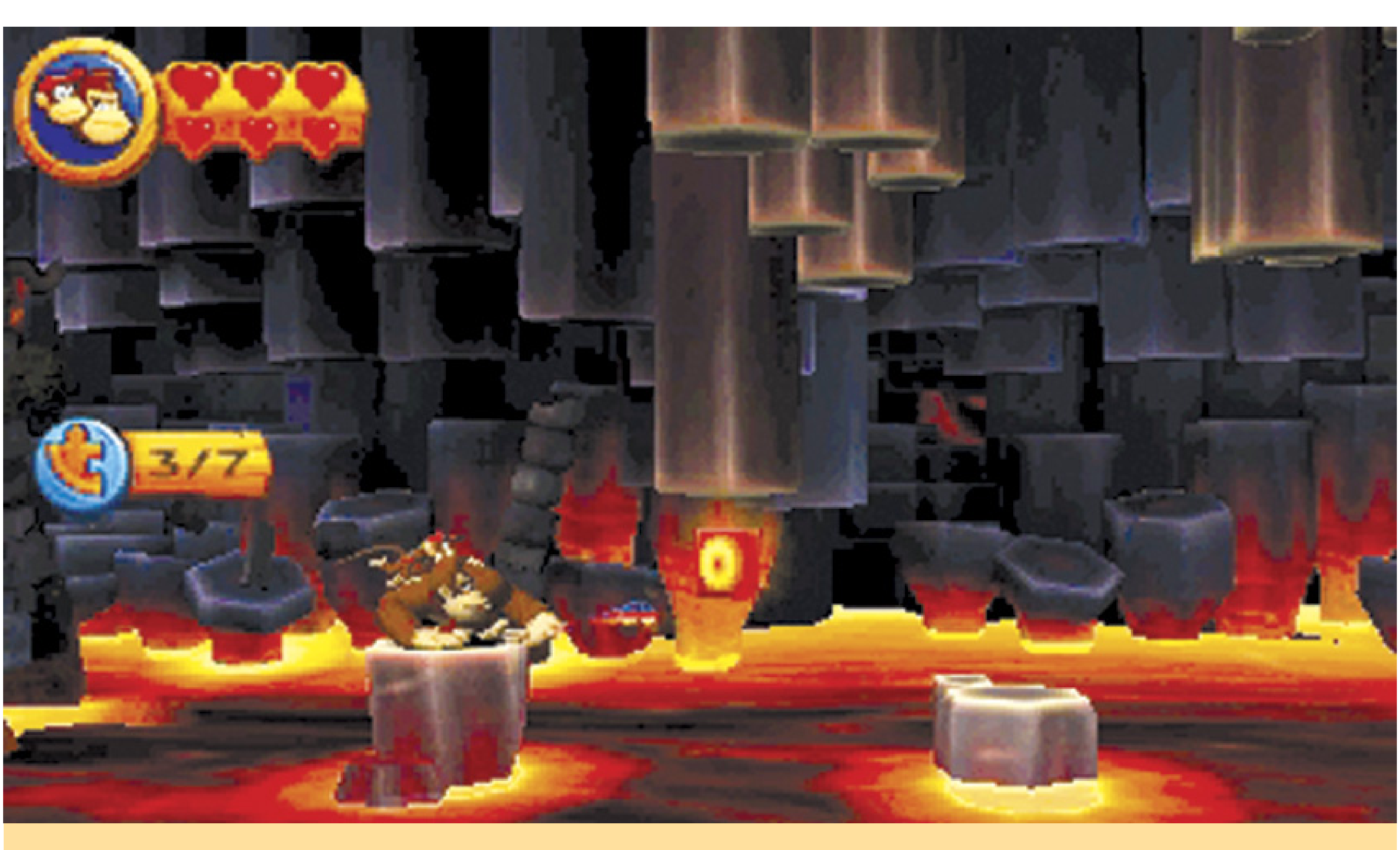
② As you head across the moving platforms sticking out of the lava, you come upon a Tiki Doom. Jump on top of it, and then jump again to get the Puzzle Piece hovering over this enemy. Then knock him off the platform to get a coin for your efforts.



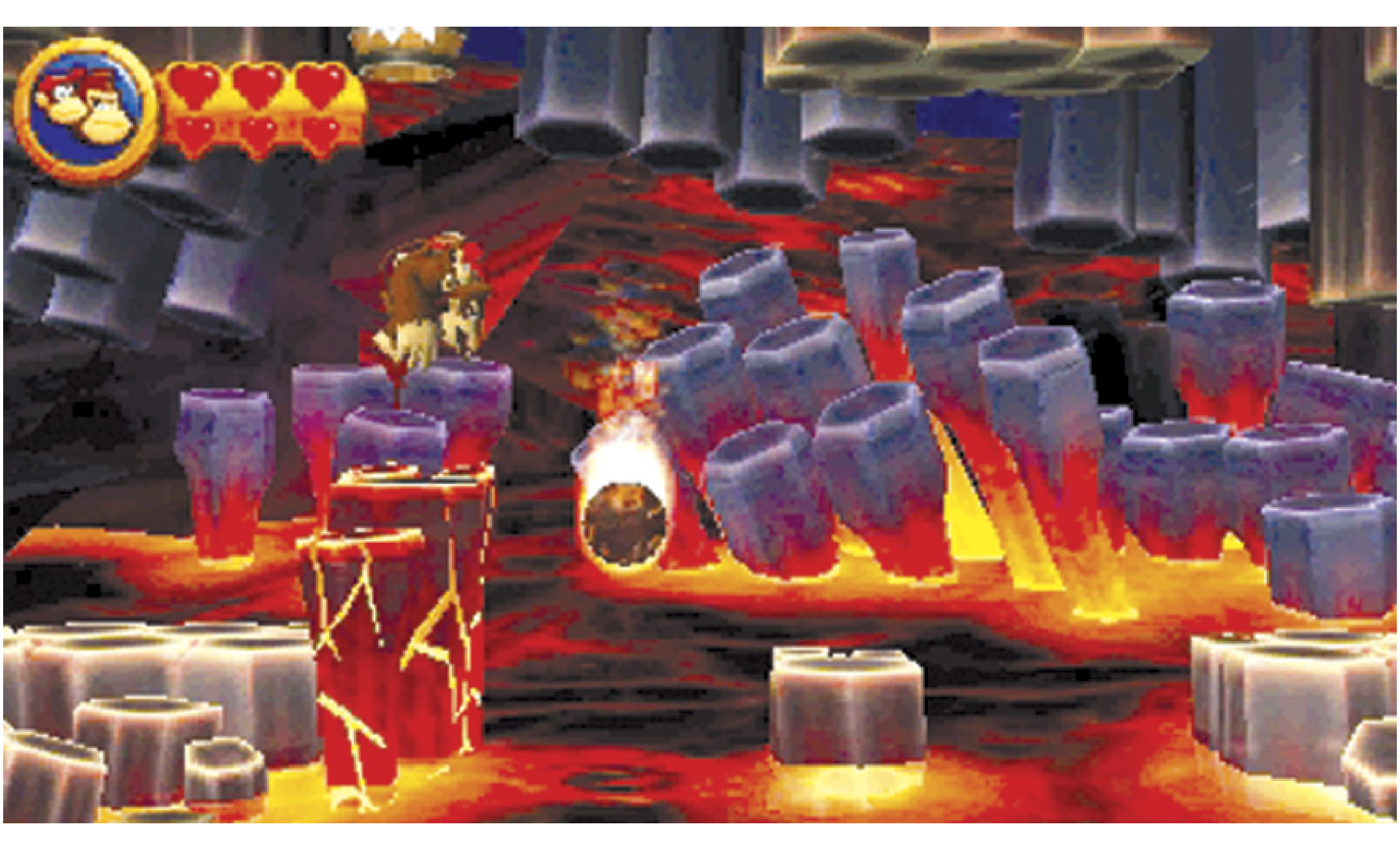
③ The K KONG letter is in an area with lots of Char-Chars floating around. You can't blow these out, so just move carefully past them and get the letter so you can continue to the right, away from these hotheads.



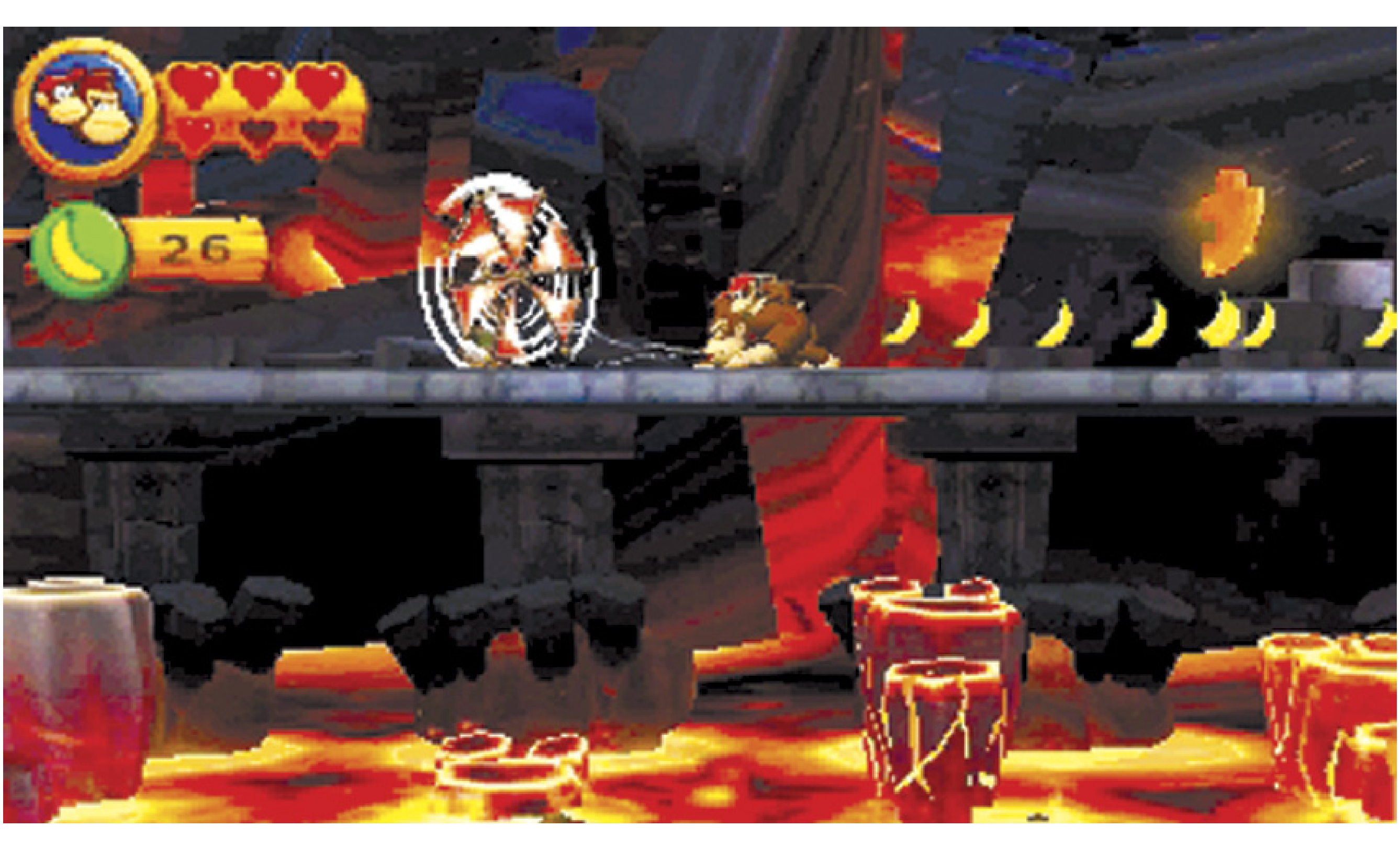
④ Pound a DK platform to cause a tall structure to start sinking into the lava. Quickly move through the passage inside it, and collect all of the bananas and coins as you go. If you get them all, a Puzzle Piece will appear on a platform as you exit the structure.



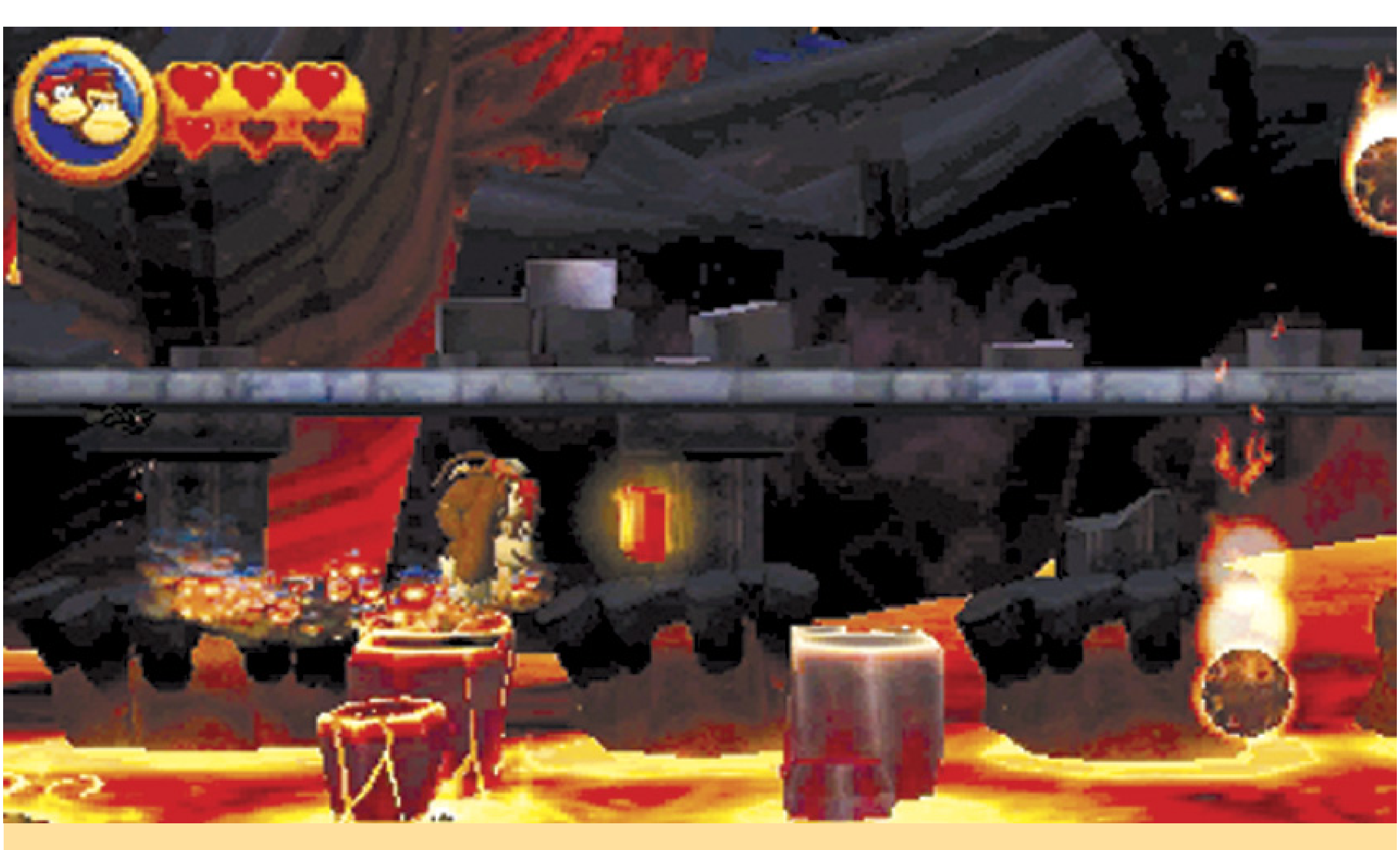
⑤ The O KONG letter hovers over the lava. Get onto a small platform to its left and let it sink almost all the way into the lava. Then roll across to the next platform and get the letter along the way.



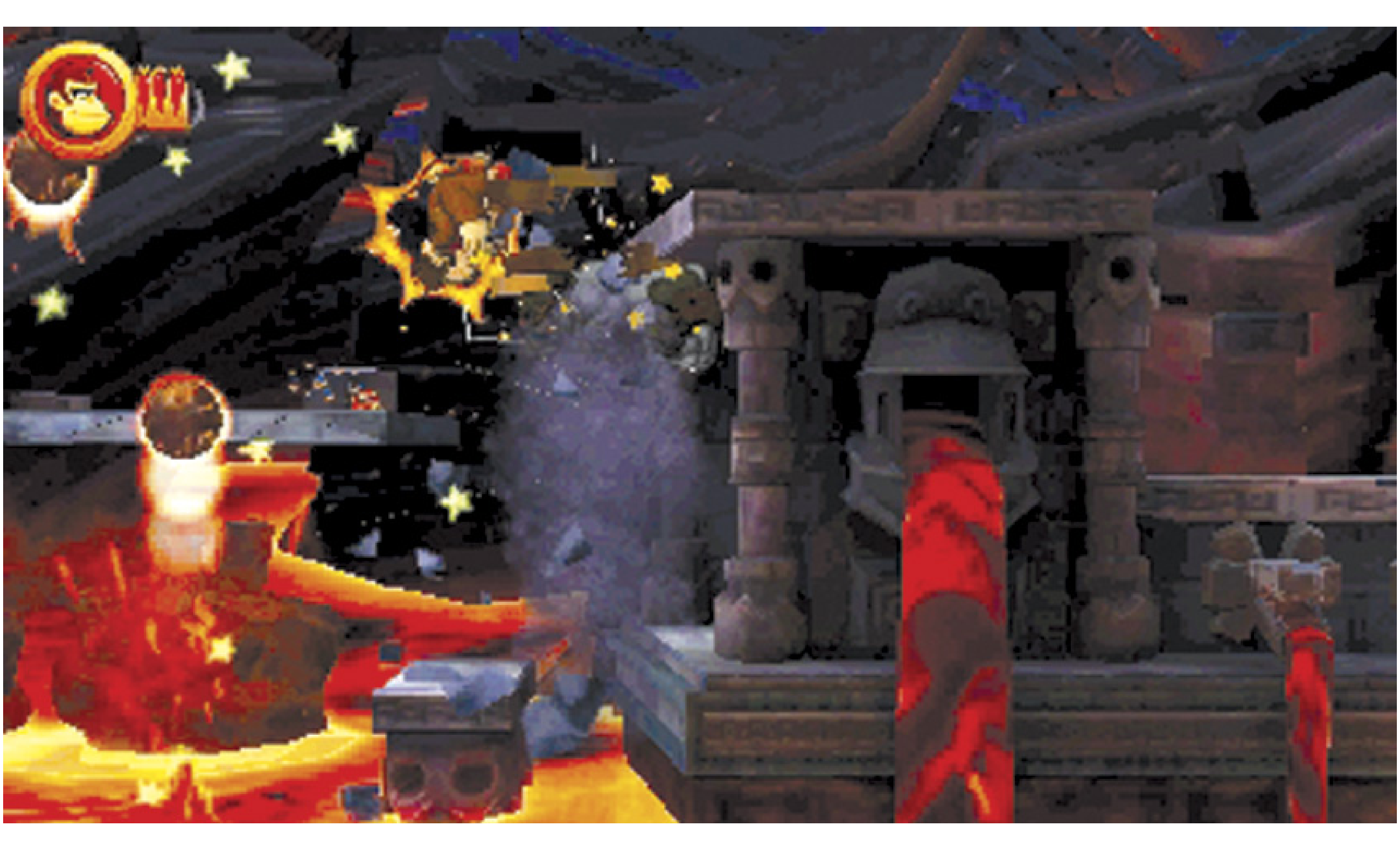
⑥ Shortly after passing the checkpoint, jump into a barrel to enter a bonus area. Here you can get a couple balloons and two coins. Clear out these items and all the bananas to earn the Puzzle Piece.



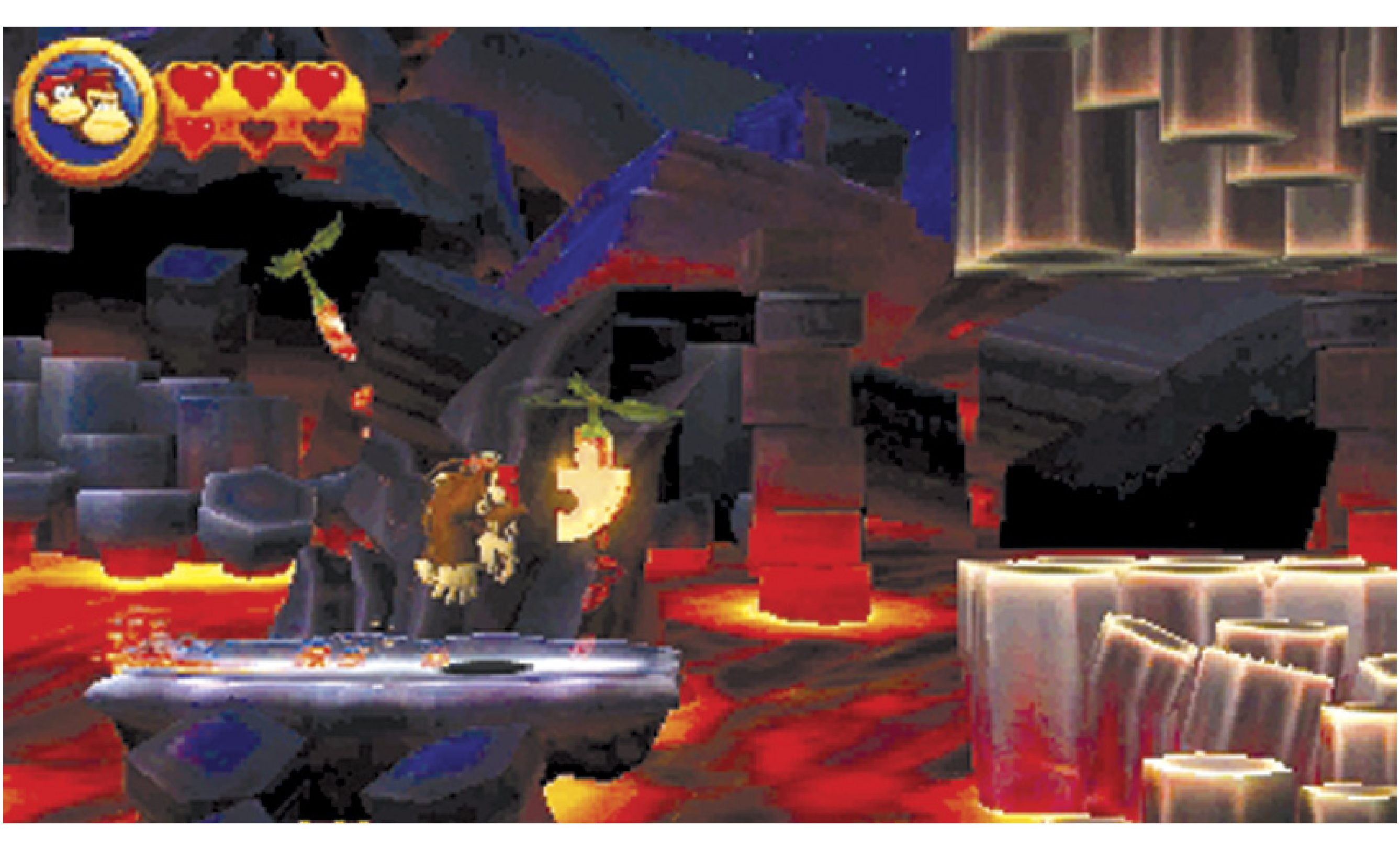
⑦ Make your way across a long platform. Blow on the windmill to make bananas drop from the sky, along with a Puzzle Piece.



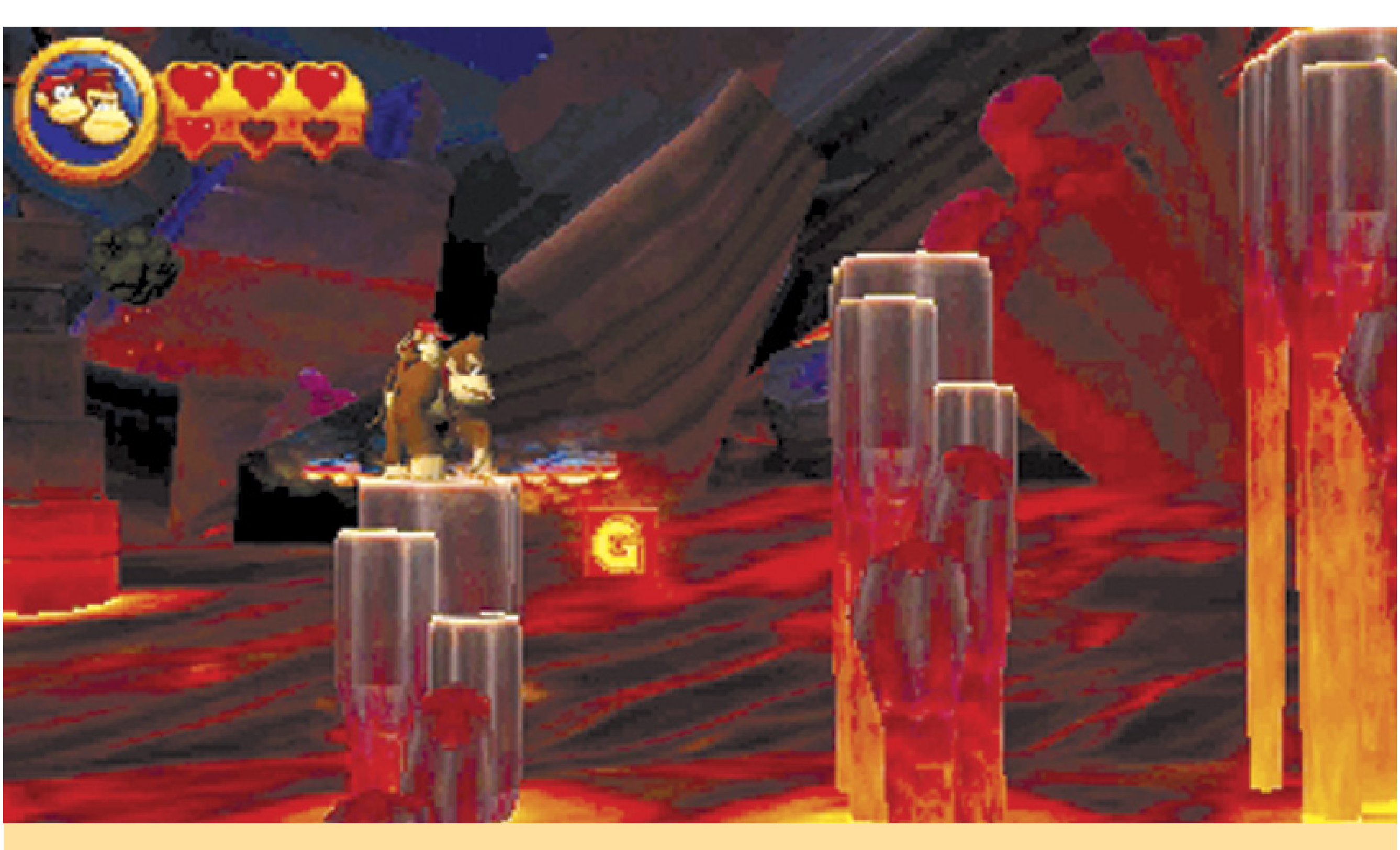
⑧ The N KONG letter is located just below where you got the previous Puzzle Piece. Head back to the left. In order to get it, you must move across the small platforms below the long platform. This is extremely difficult, since if you jump too high, you will end up on the long platform and have to start over. Roll and jump to get across to the N KONG letter, and then jump onto the long platform to continue.



⑨ You need to break open this brick wall to enter a bonus area. To do this, carry the DK Barrel from the checkpoint back to this location, and throw it at the brick wall. Then enter the bonus area and clear out the coins and bananas to get the Puzzle Piece.



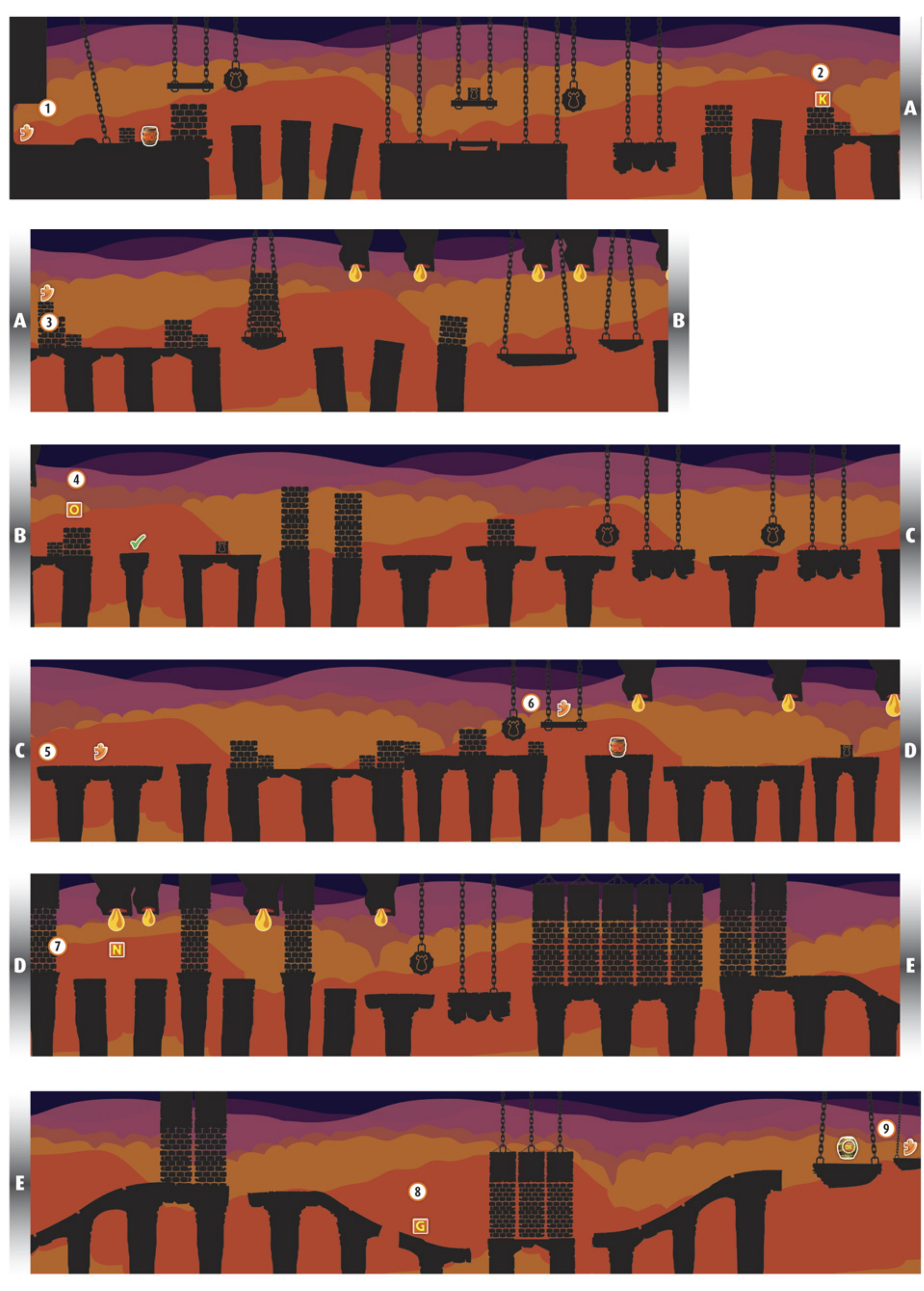
⑩ After how tough some of the previous items have been to collect, this Puzzle Piece is easy to get. Just blow on the flower and the Puzzle Piece will float into the air for you to collect.

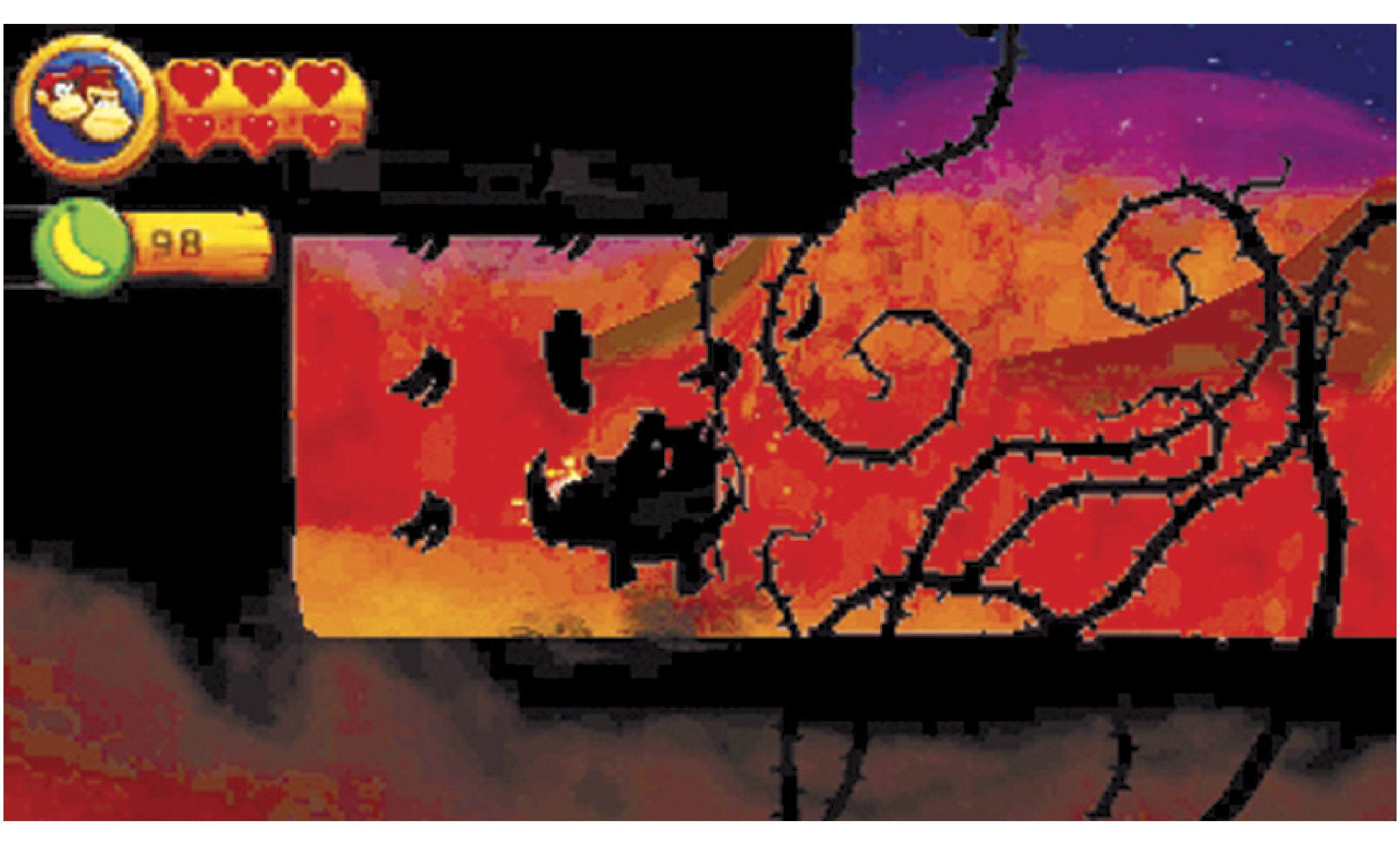


⑪ As you get to the G KONG letter, stand on the platform to the left as it sinks. Once it is low enough, jump up to get the letter and land on the platform to the right. Continue to the Slot-Machine Barrel to complete the level.

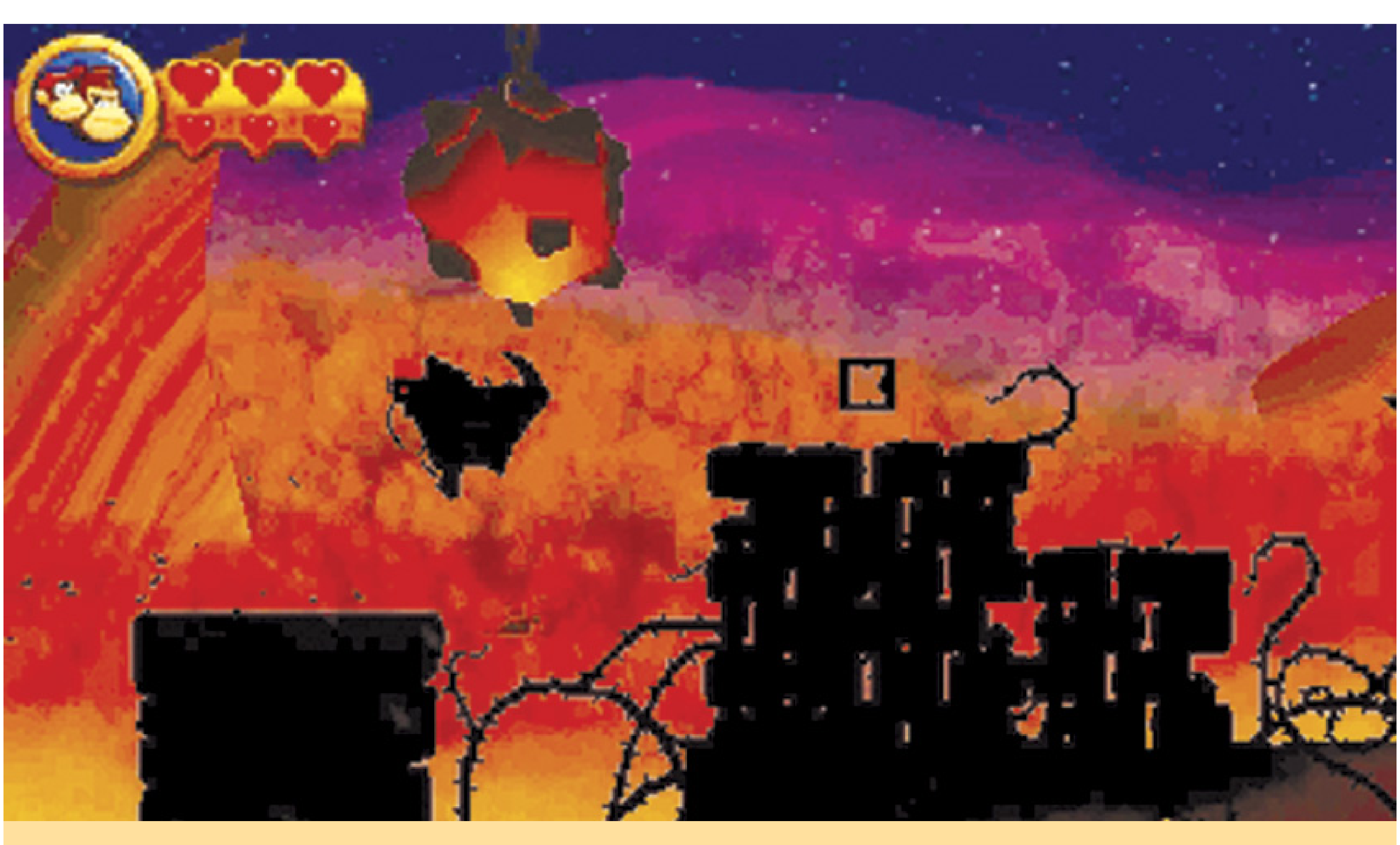
World 8

Smokey Peak

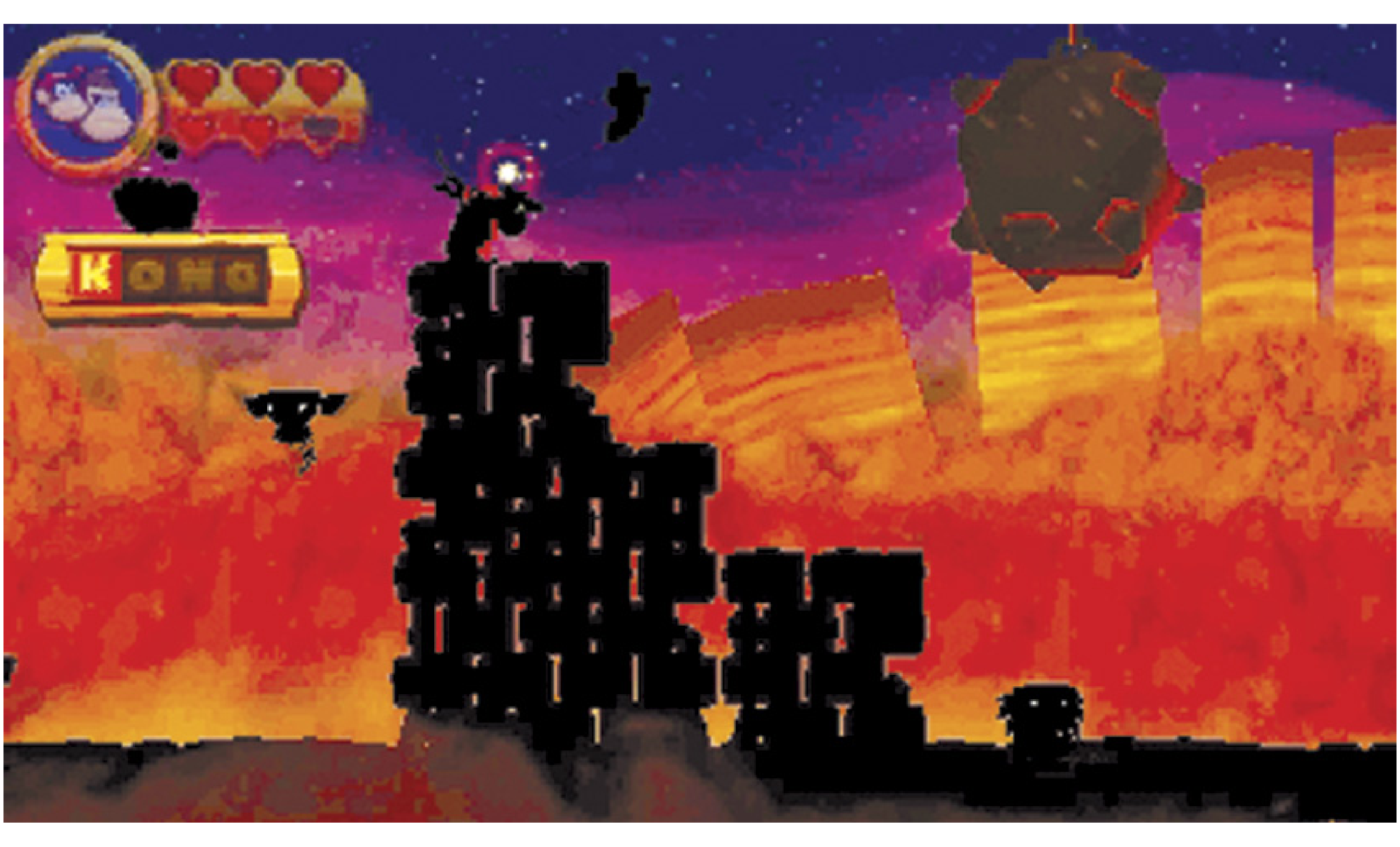




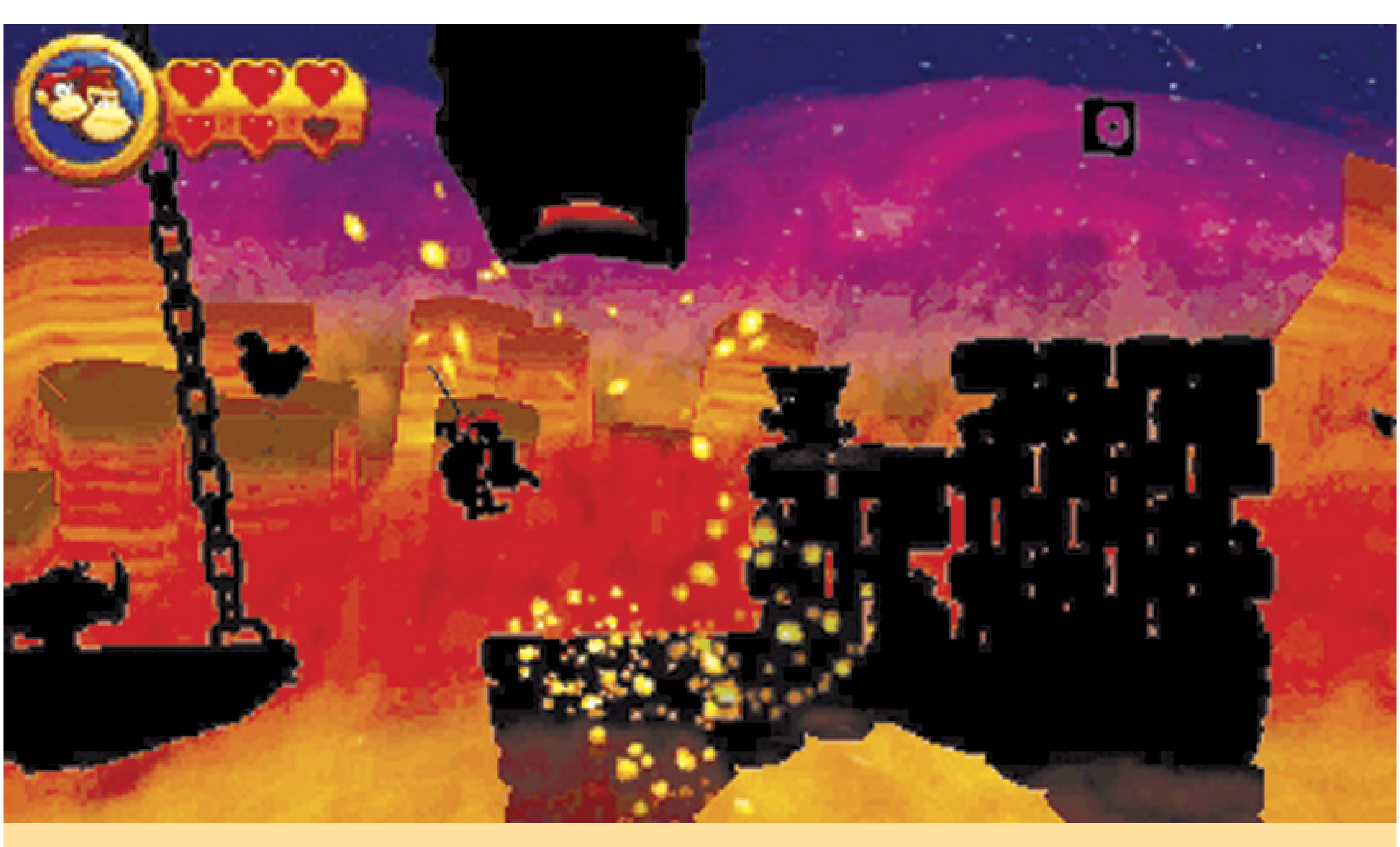
① The first Puzzle Piece is right at the start. However, you can't get it yet. Head right to the large DK platform and pound on it. This will lower a hanging platform; jump onto it. Pound the crate to get Rambi, and then head back to the left. Crash into the Rambi gear hanging above the start area and the wall will raise to open an area with the Puzzle Piece and several bunches of bananas.



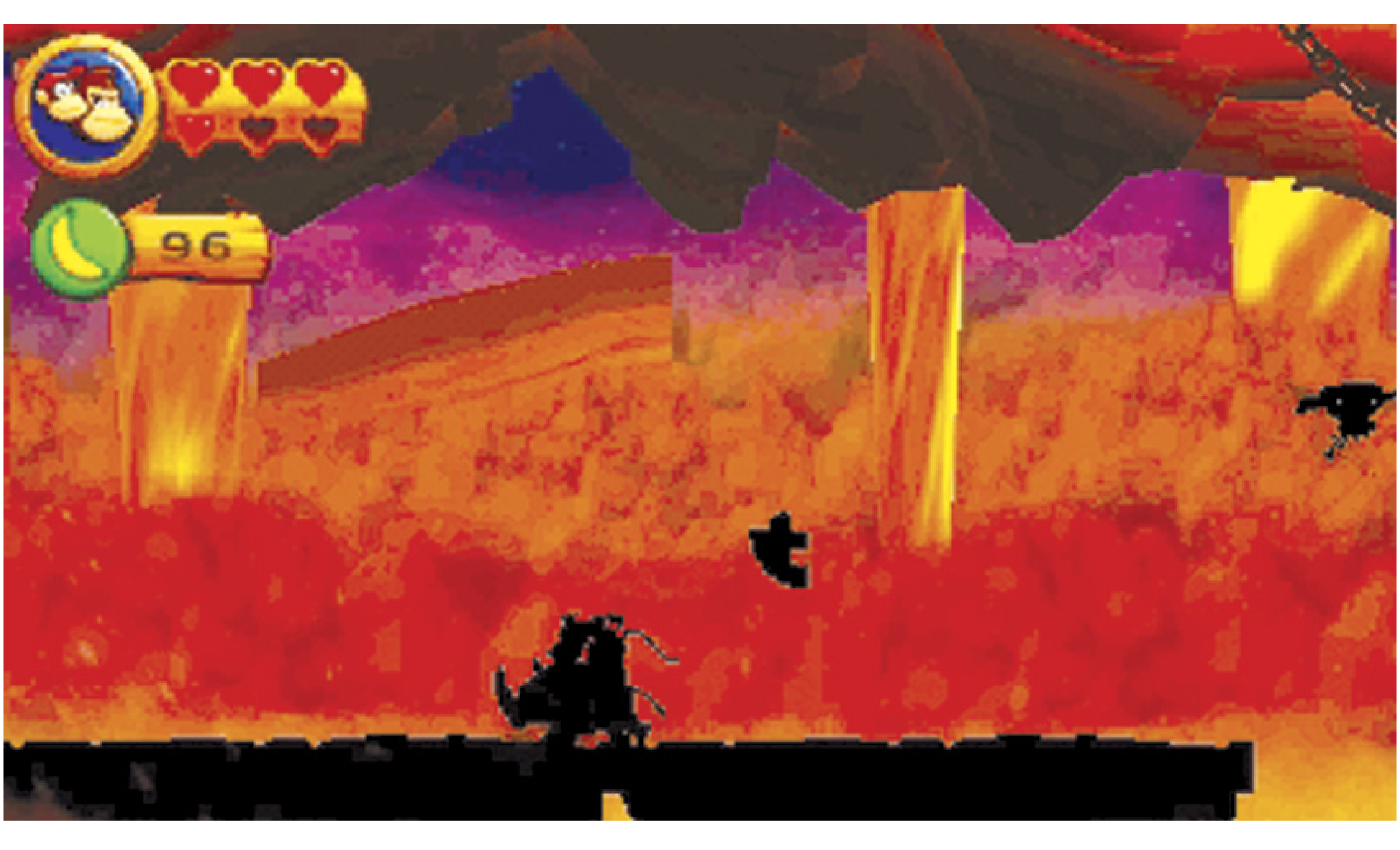
② K Ride Rambi back to the right. Continue past the DK platform and jump across a gap. Make sure you get enough height so you can get the K KONG letter as you descend from the jump; as soon as you hit the blocks, Rambi will crash right though them. If you have trouble doing this with Rambi, dismount on the platform before the letter, and then jump across to get the K KONG letter. Return for Rambi and continue.



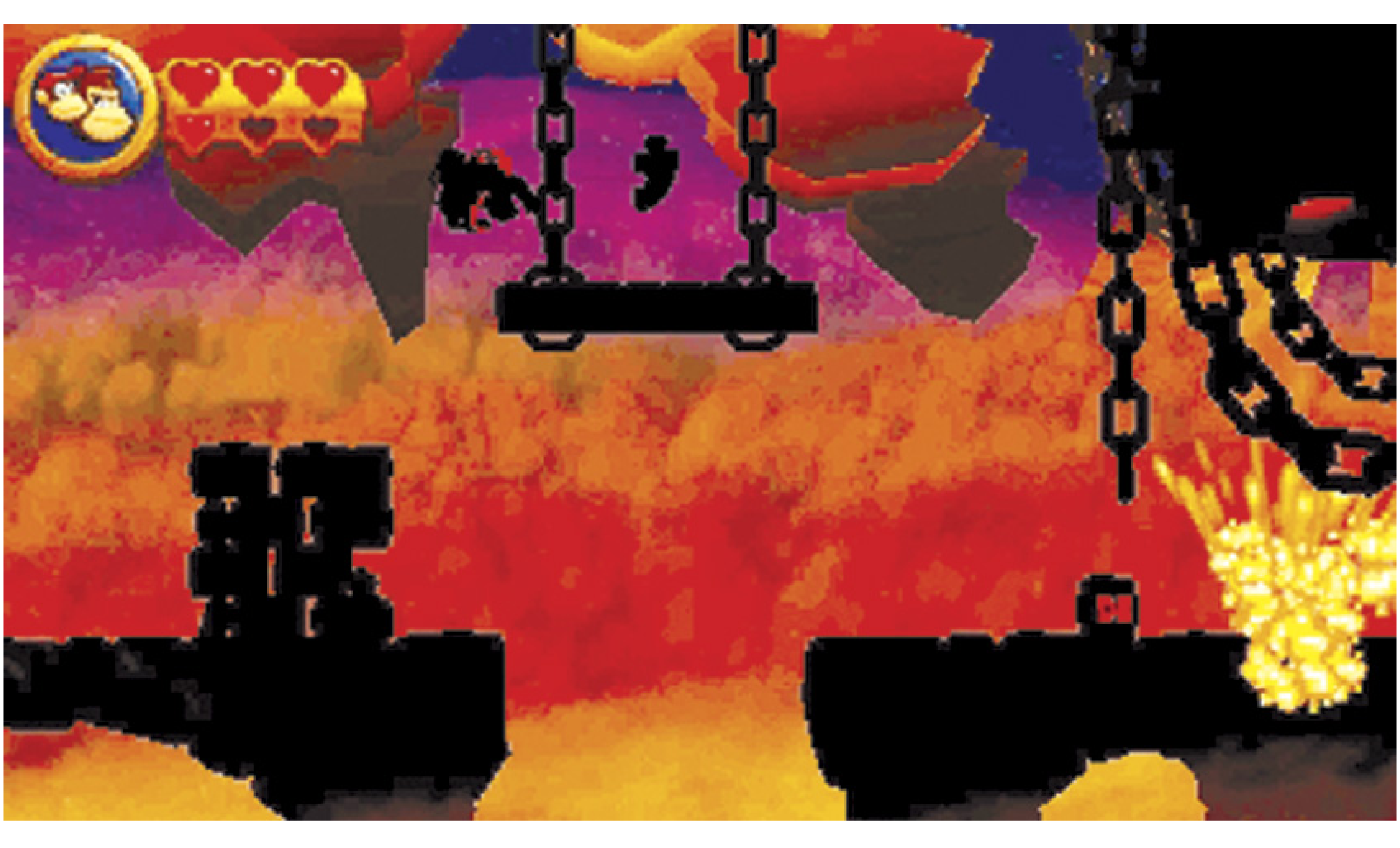
③ The next Puzzle Piece is hovering over a stack of blocks. You have to dismount for this. Bounce off the Tiki Tank and then do another jump, this time off a Tiki Buzz. This will give you enough altitude to jump onto the top of the stack and get the Puzzle Piece. Now drop back down and get Rambi.



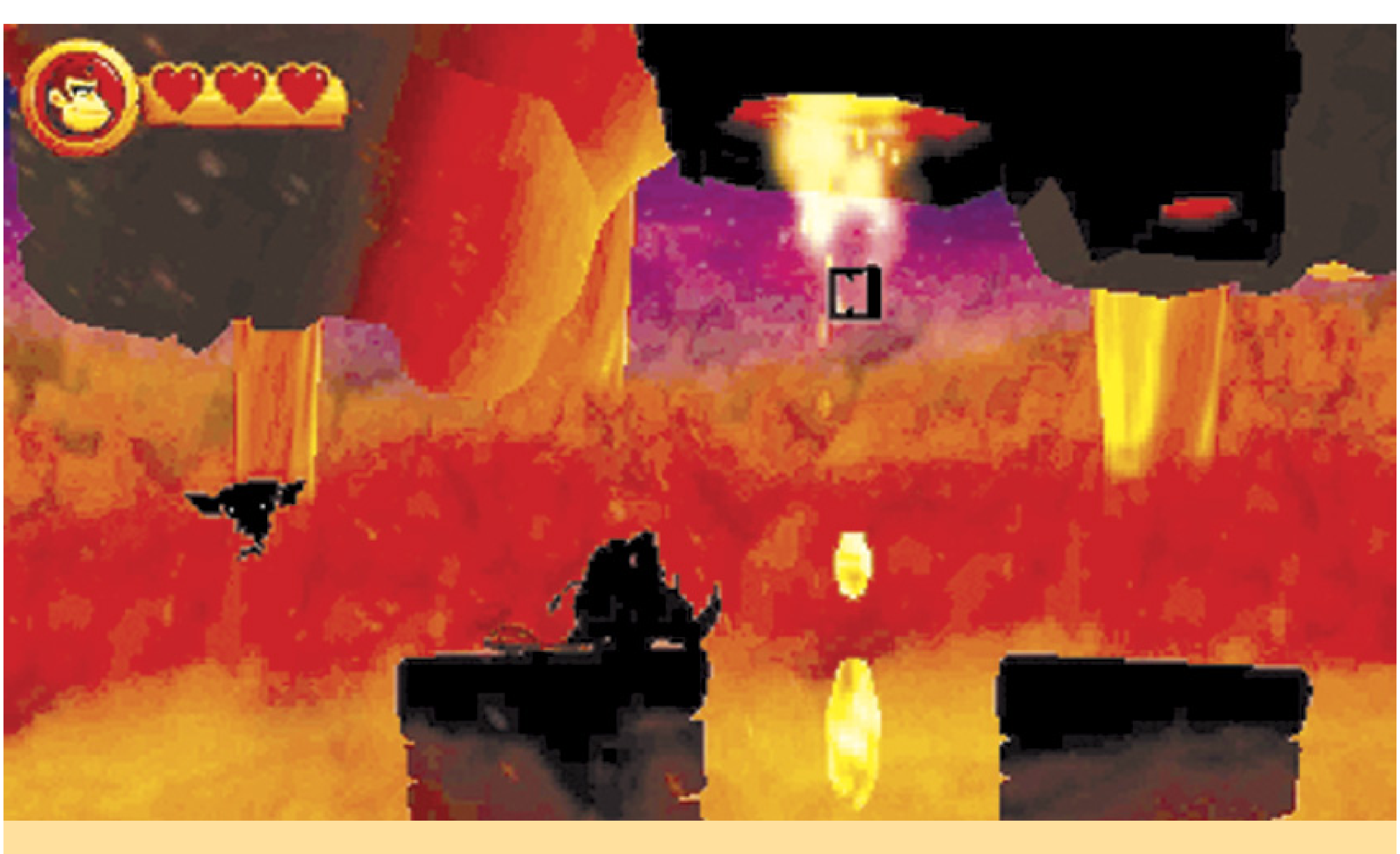
④ O Once again, you will need to dismount. Leave Rambi on this hanging platform. Then jump across to the right, watching out for a stream of lava that falls. Jump your way to the top of the blocks to get the O KONG letter, and return for Rambi so you can bust your way through.



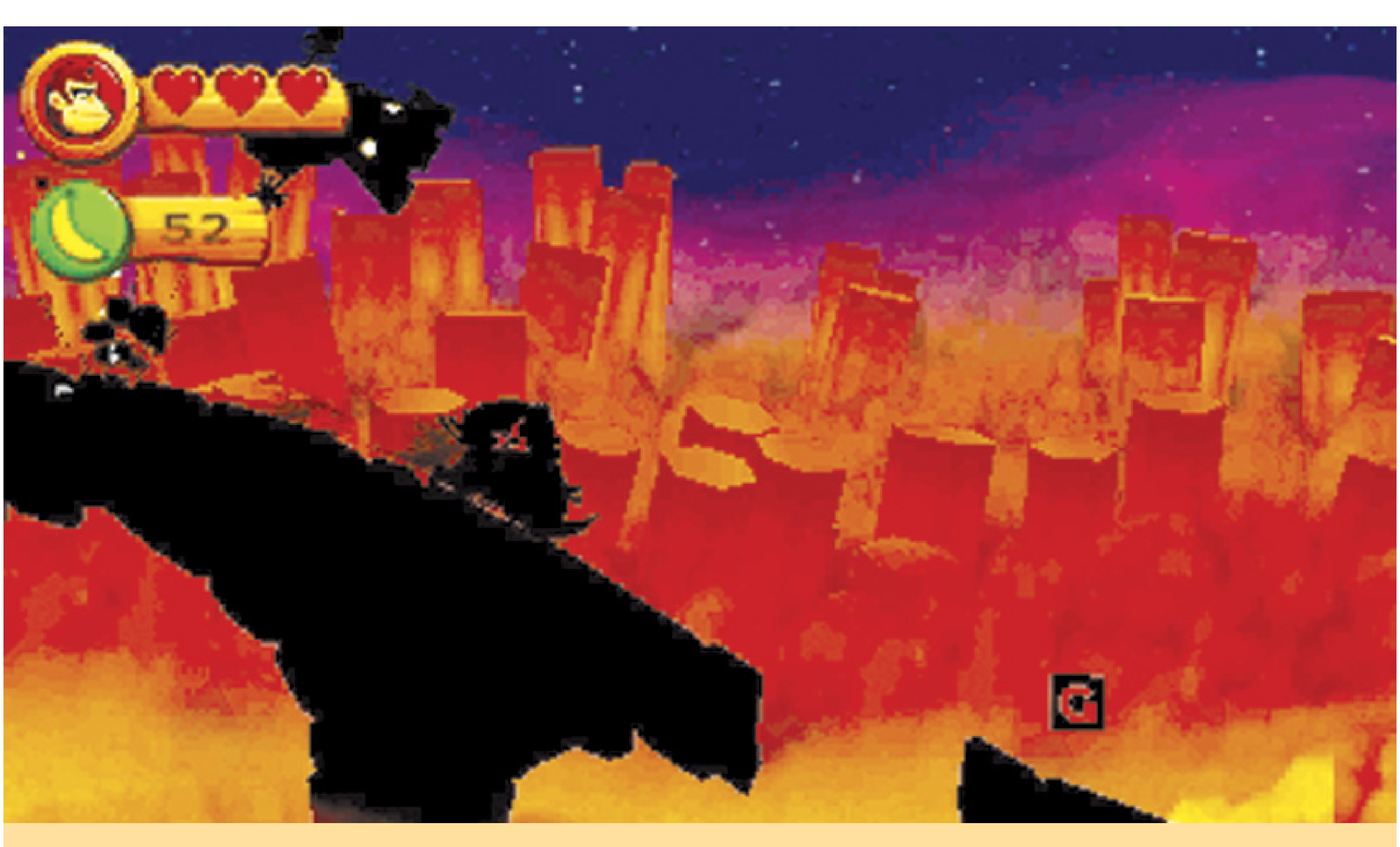
⑤ When you come across lots of bananas moving around in a circle, collect them all and a Puzzle Piece will appear. Pick it up and keep going.



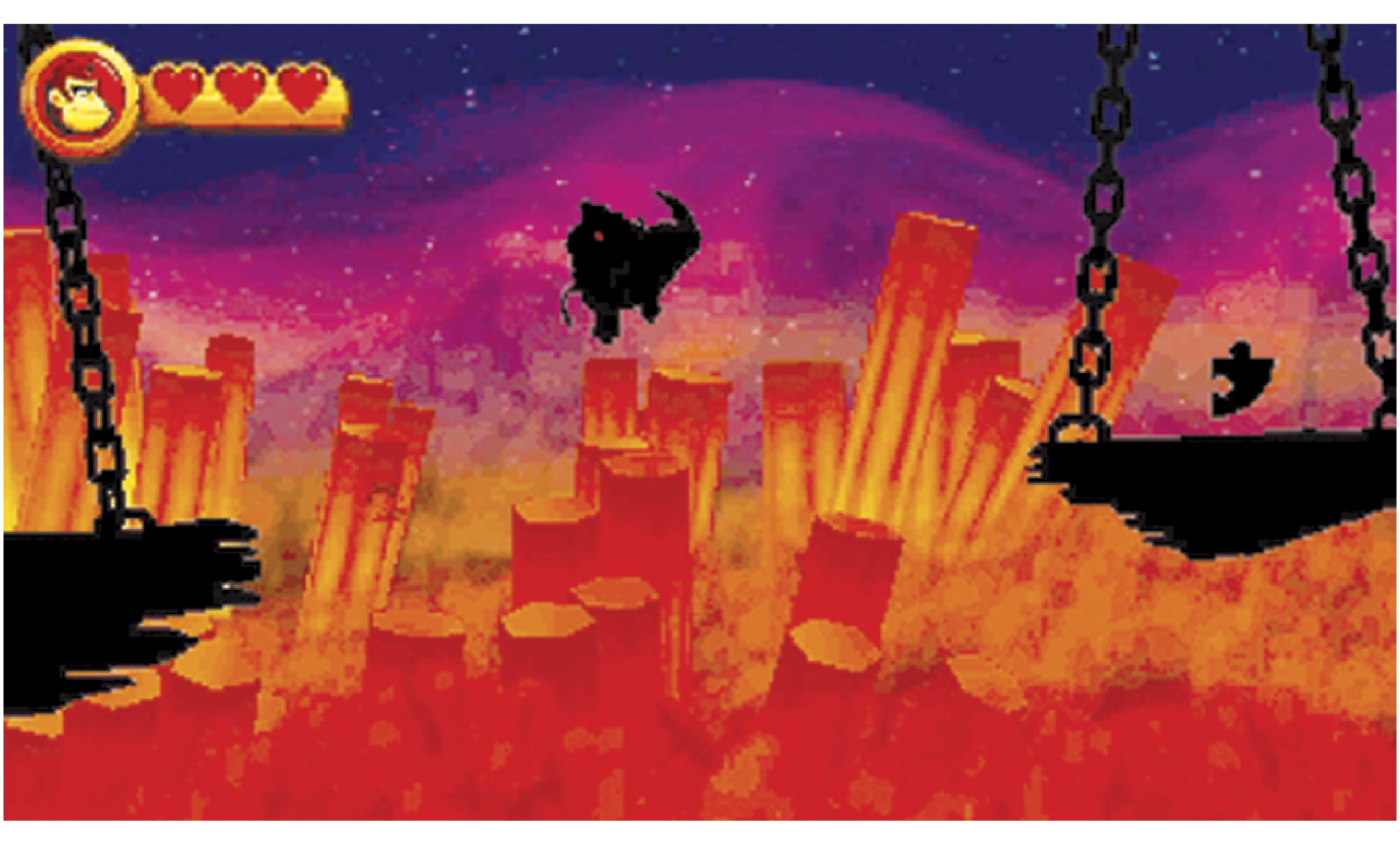
⑥ Hit a hanging Rambi boulder to lower the Puzzle Piece on a hanging platform. Dismount from Rambi and then jump onto the stack of blocks. From there, jump onto the hanging platform to get the Puzzle Piece. Get back to Rambi and continue to the right.



⑦ N Stop here to wait for the lava to fall. The N KONG letter will drop after the lava has stopped. You must jump across and catch the letter while it is falling. If you miss it the first time, don't worry. Wait for the lava to fall again, and another N KONG letter will drop down. This cycle continues until you get the letter.



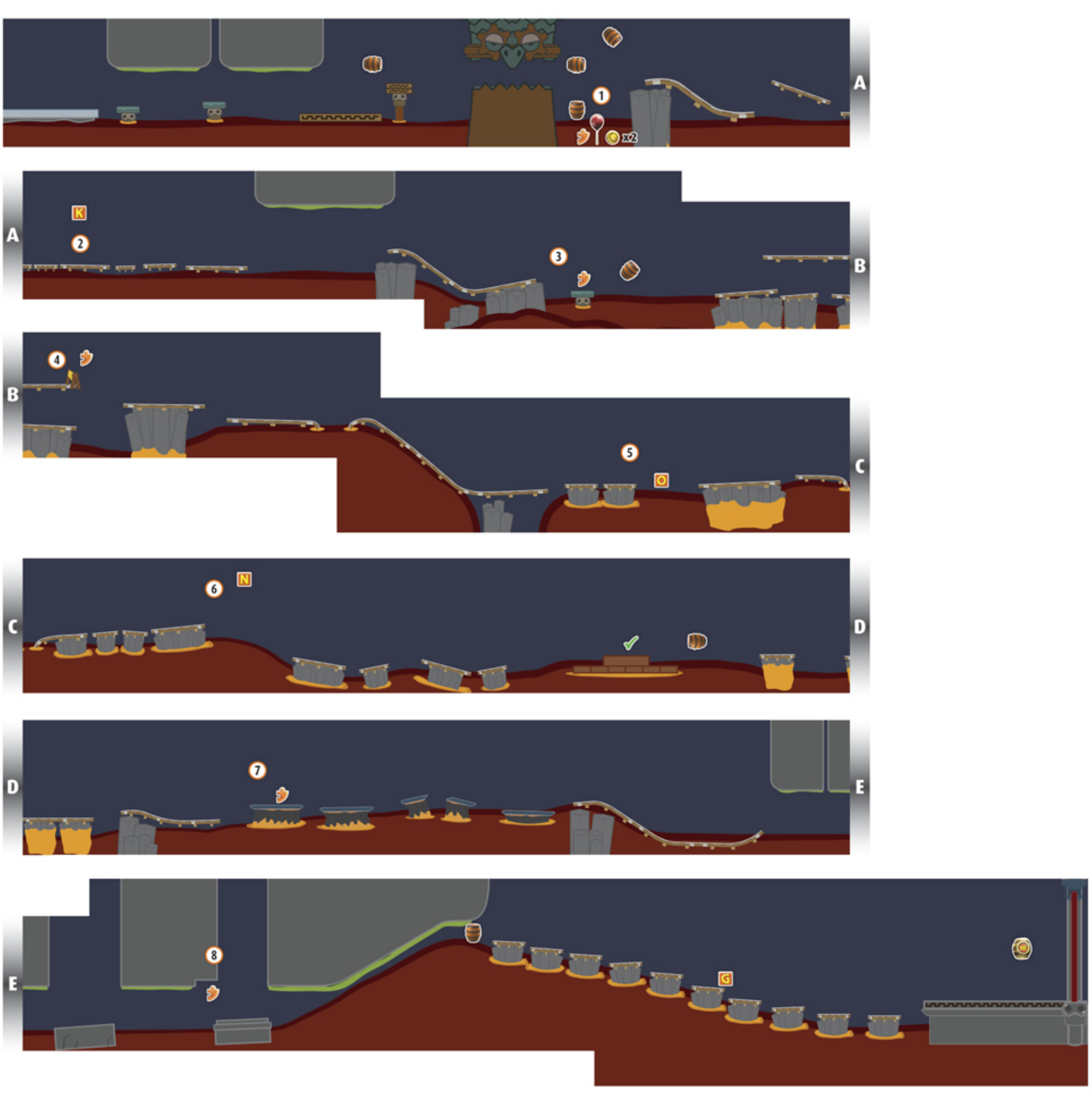
⑧ G The level slopes up and down toward the end. As you head down this slope, give the jump button a little tap to clear this gap. This will ensure you don't overshoot the G KONG letter, which you need to finish spelling out K-O-N-G.

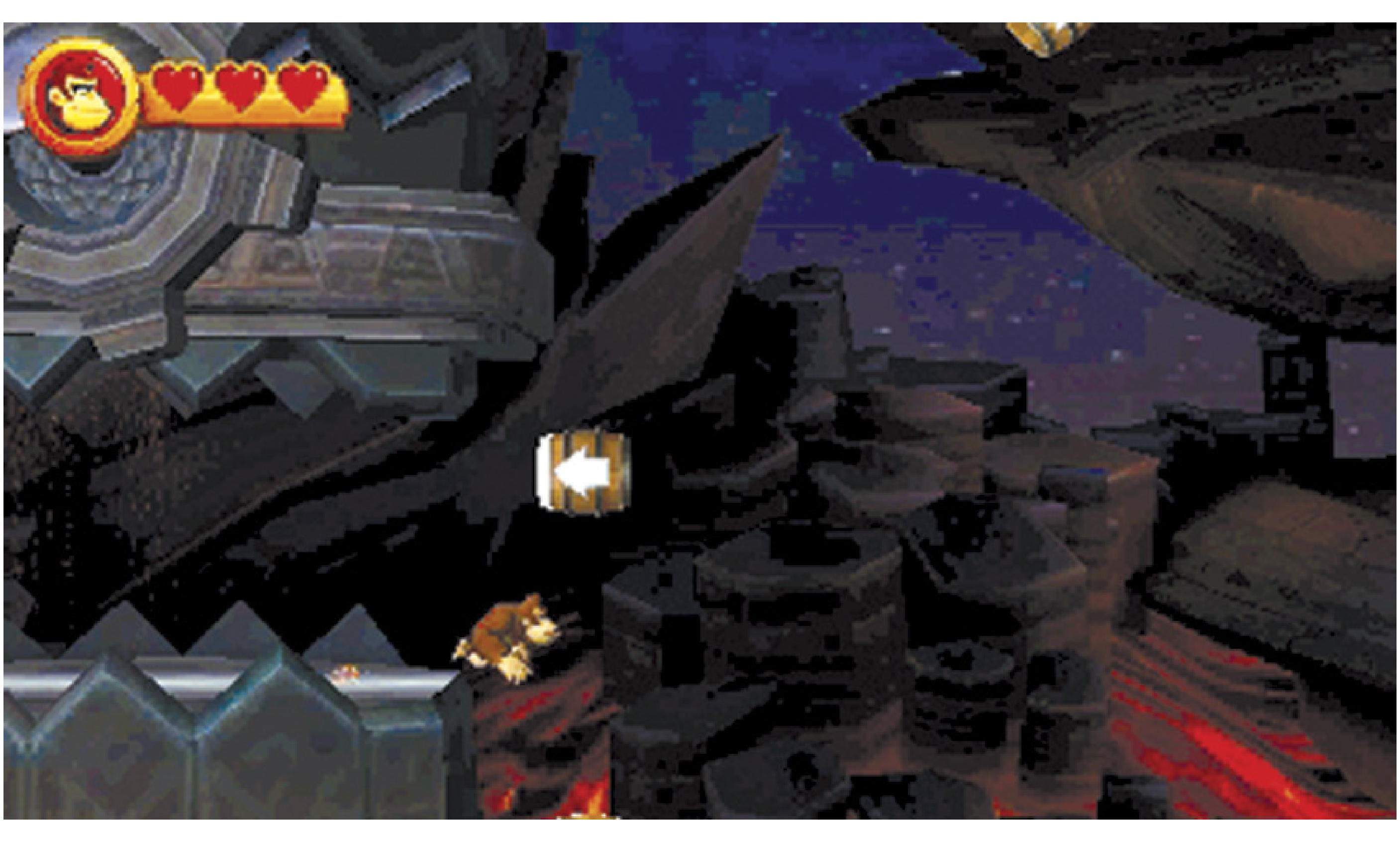


⑨ When you reach the Slot-Machine Barrel, dismount and then hover-jump across the open air to the right. There is a hanging platform with the last Puzzle Piece. Collect it and then hover-jump back so you can hit the Slot-Machine Barrel and complete the level.

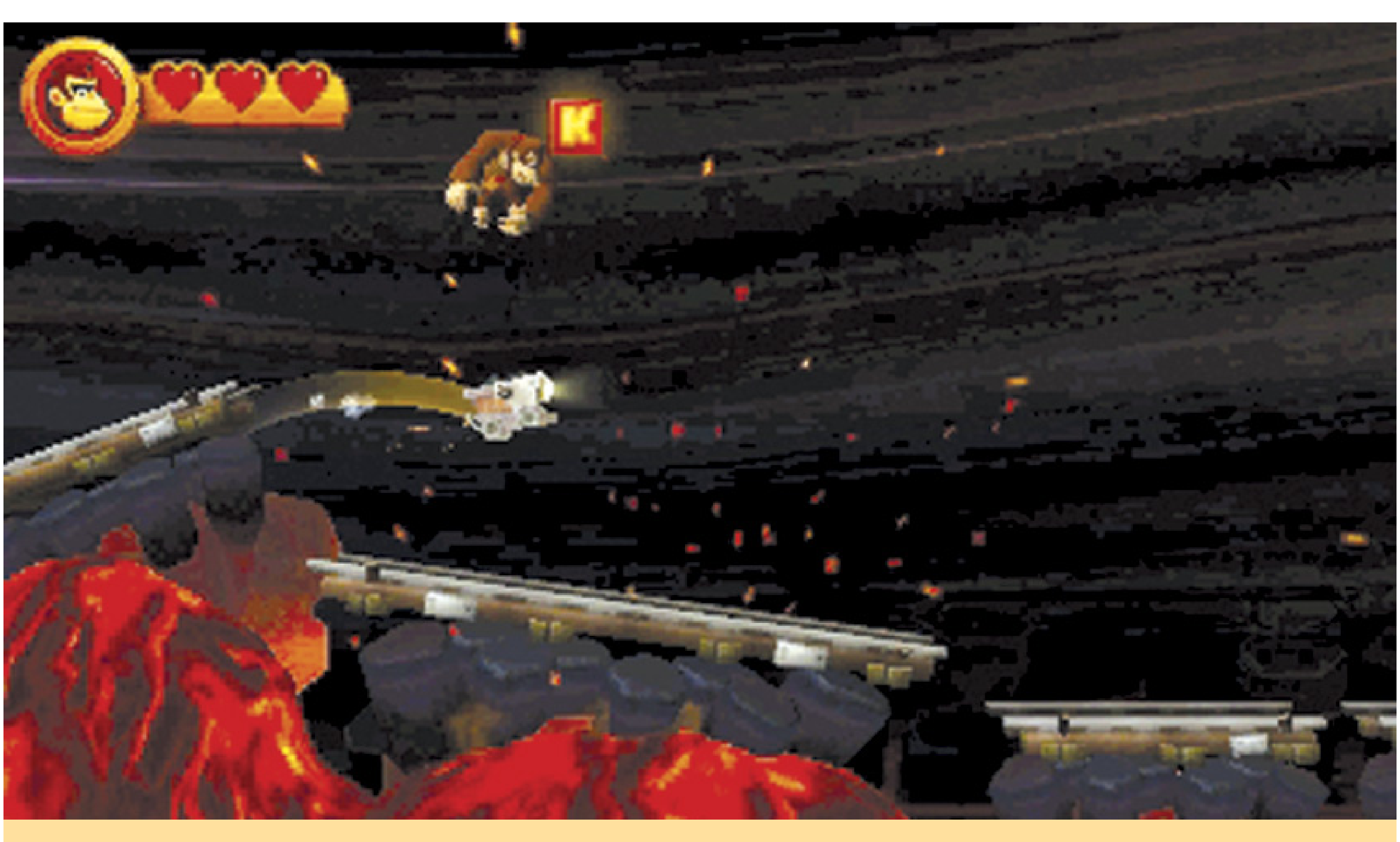
World 8

Roasting Rails

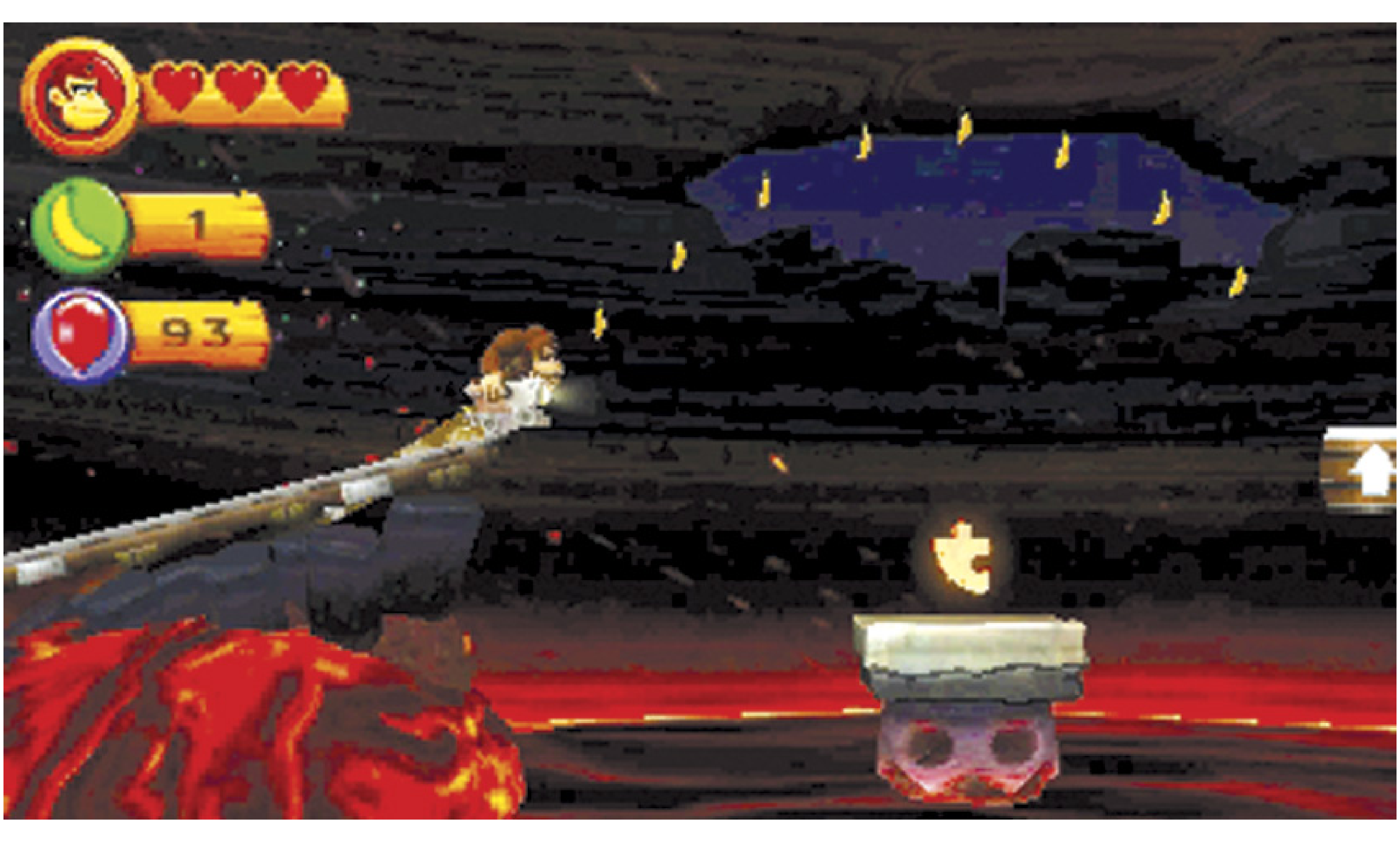




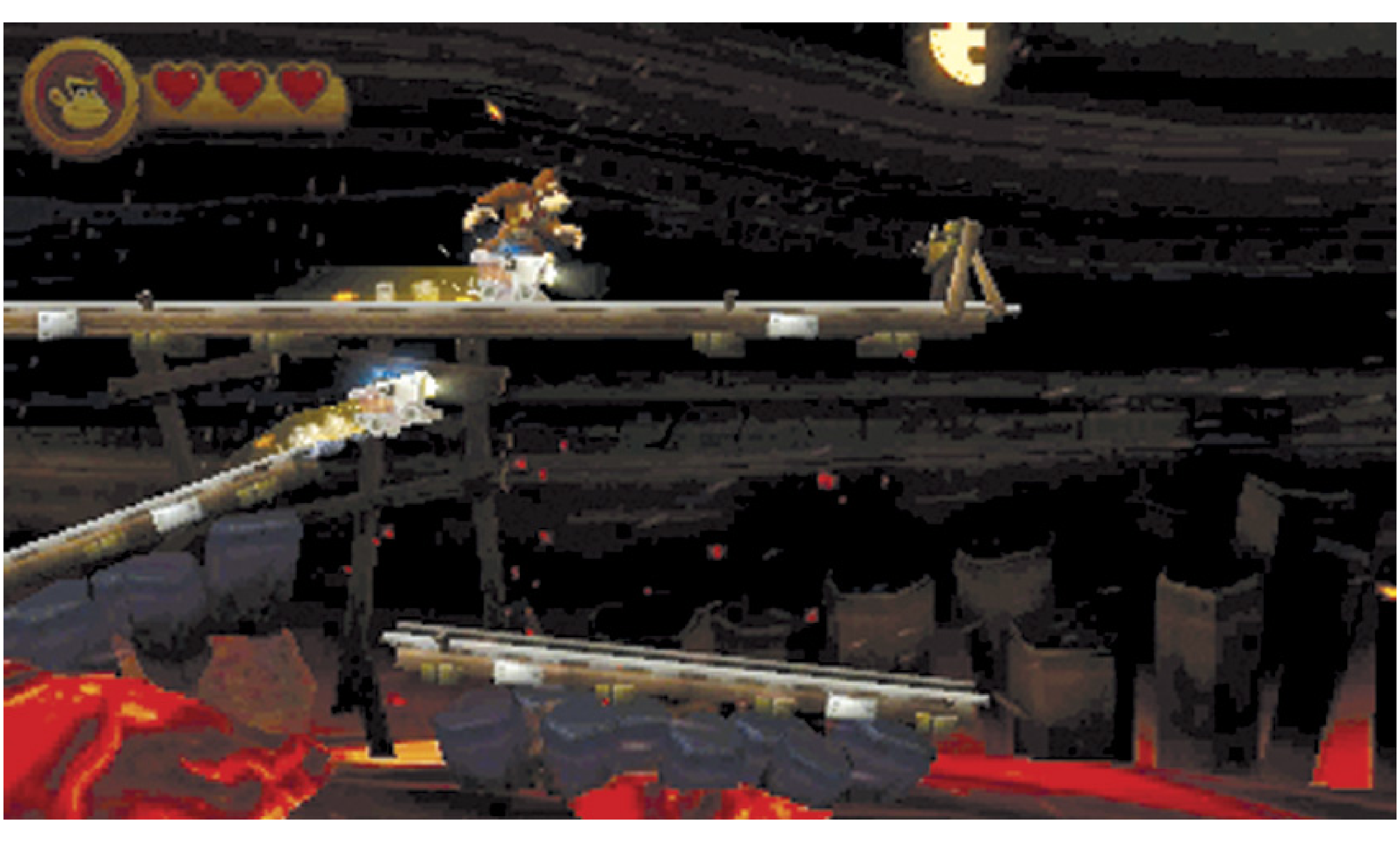
① Get into the first barrel you reach, and shoot yourself at the stone to the right. When it opens, walk right instead of shooting yourself across. Don't jump into the barrel at the end. Instead, drop down off the right edge and fall into another barrel that will take you to the bonus area. Clear out the balloon, coins, and bananas to get the Puzzle Piece.



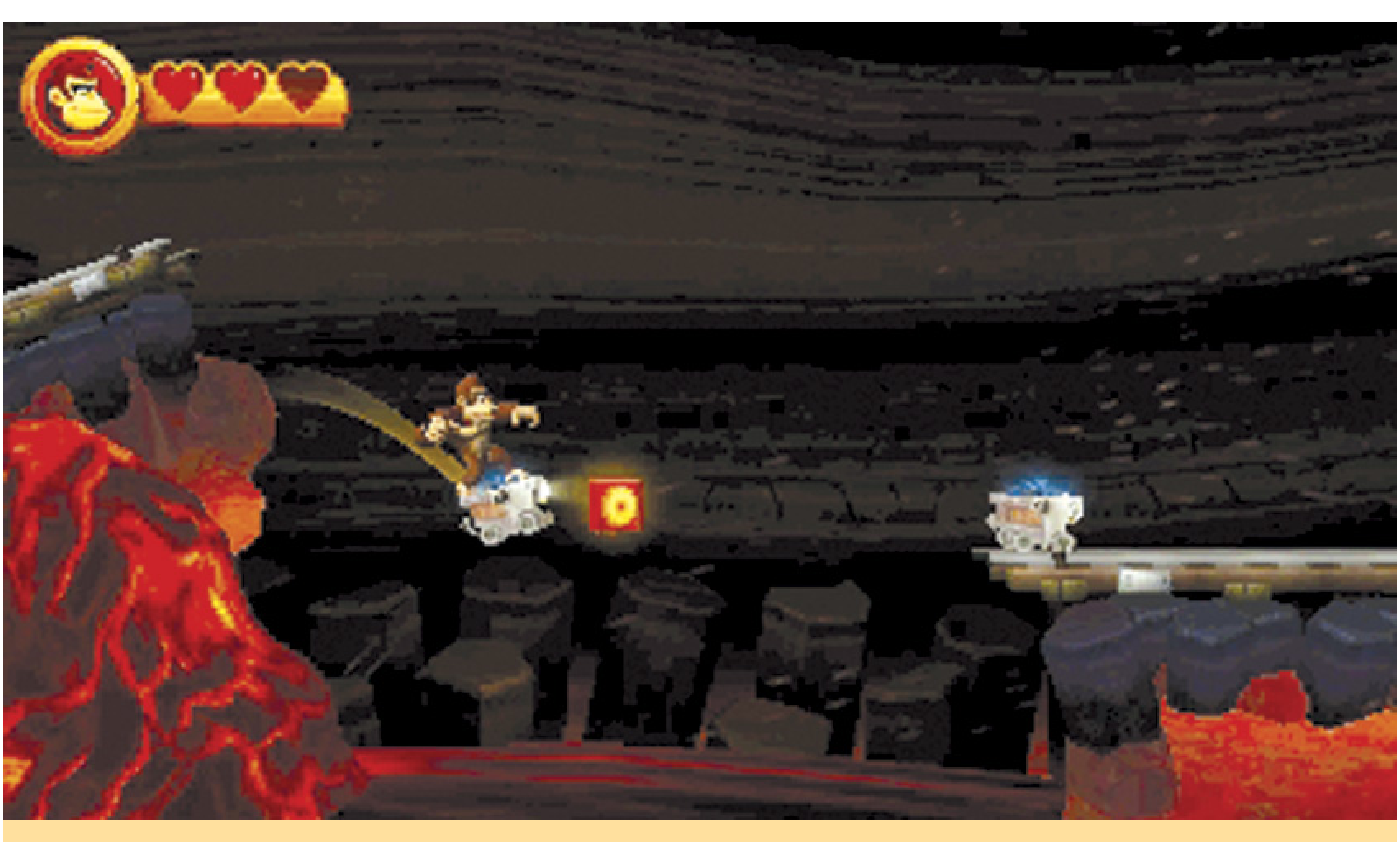
② K You now race along in a cart and must jump up from the cart to get the K KONG letter. Be careful to land back in your cart so you can continue on your wild ride.



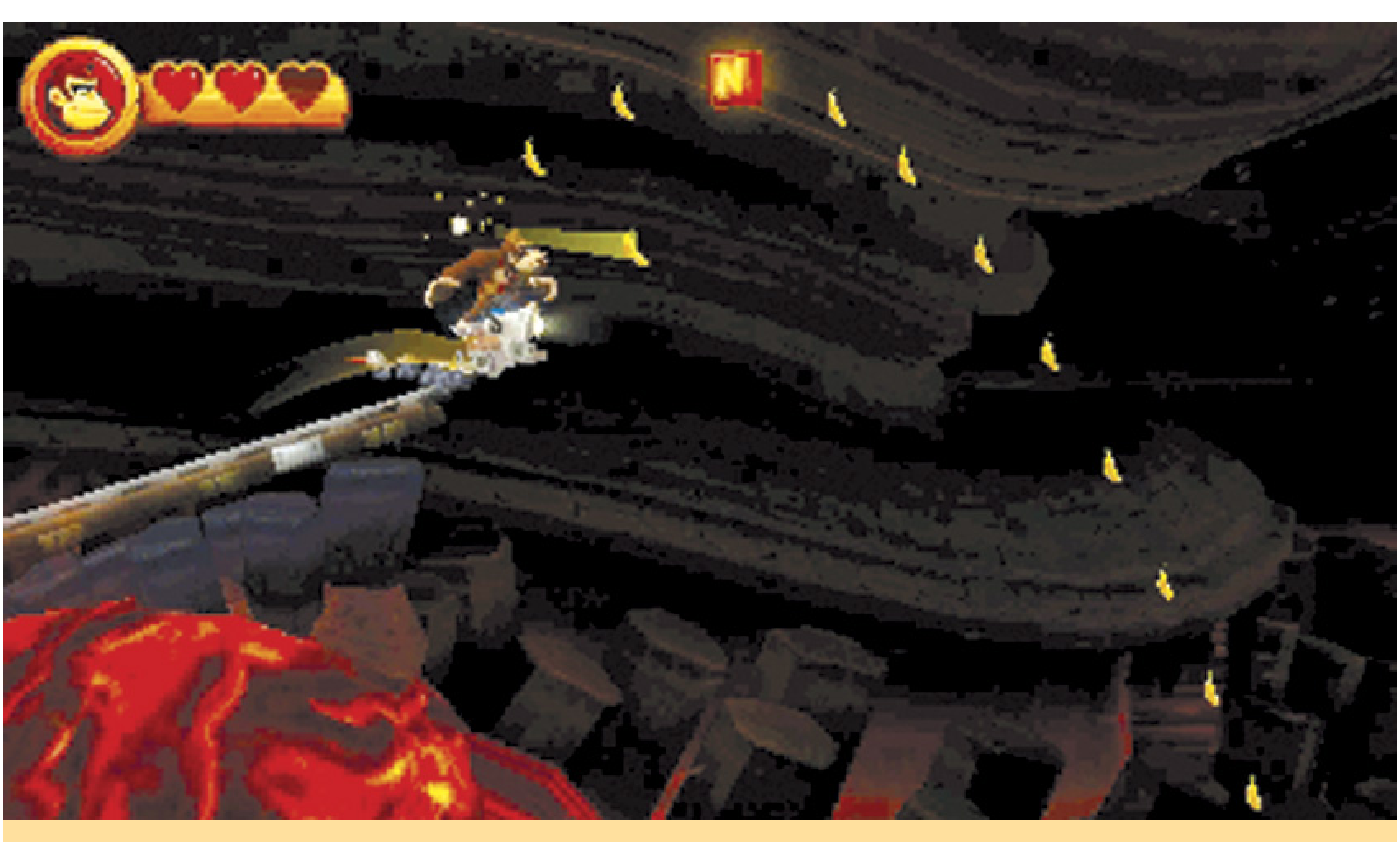
③ In order to get this Puzzle Piece, don't jump after the bananas up high. Instead, ride the cart off the track's end and let it carry you to the small platform with the Puzzle Piece. After you get it, jump up and land in the barrel to shoot across to the next cart.



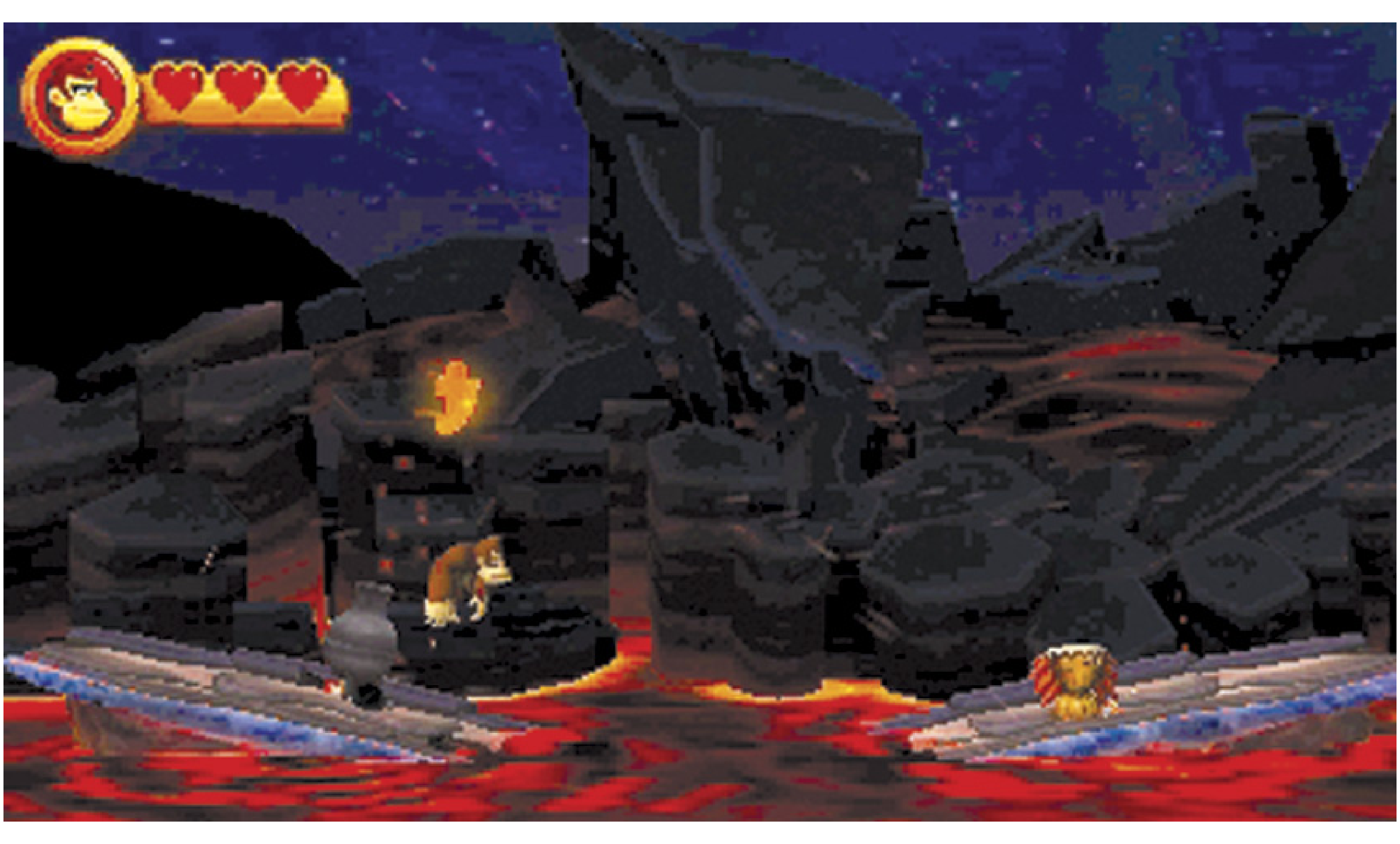
④ As soon as you land in the cart, jump up to a higher cart. Ride to the end of this upper track to get the Puzzle Piece. Next, jump off before the cart crashes so that you land in another cart down and to the right.



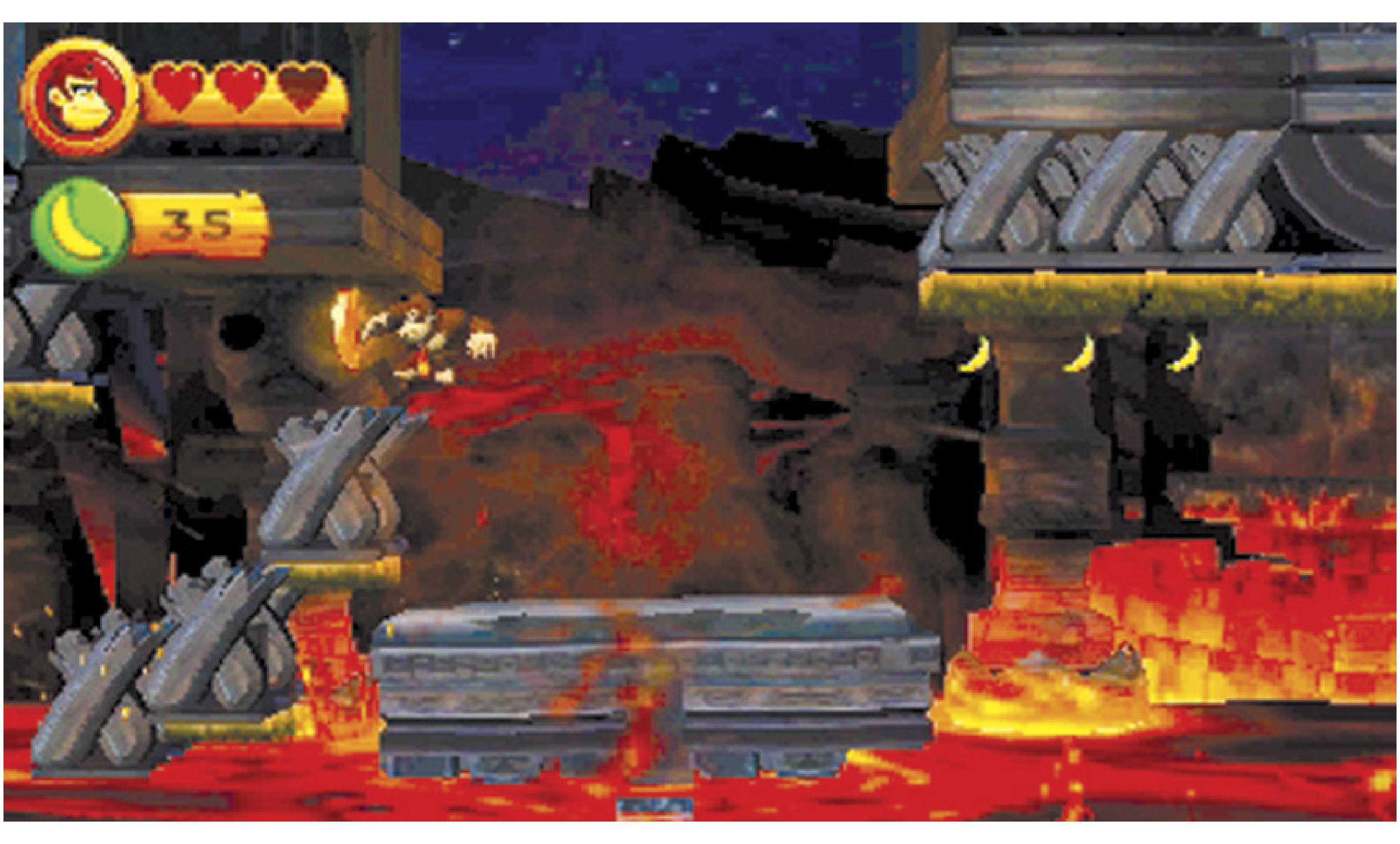
⑤ O After riding down a slope, jump across some small sections of track, and then ride the cart down toward the lava to get the O KONG letter. When you have this letter, jump up to the right to get into another cart before the one you are in sinks into the lava.



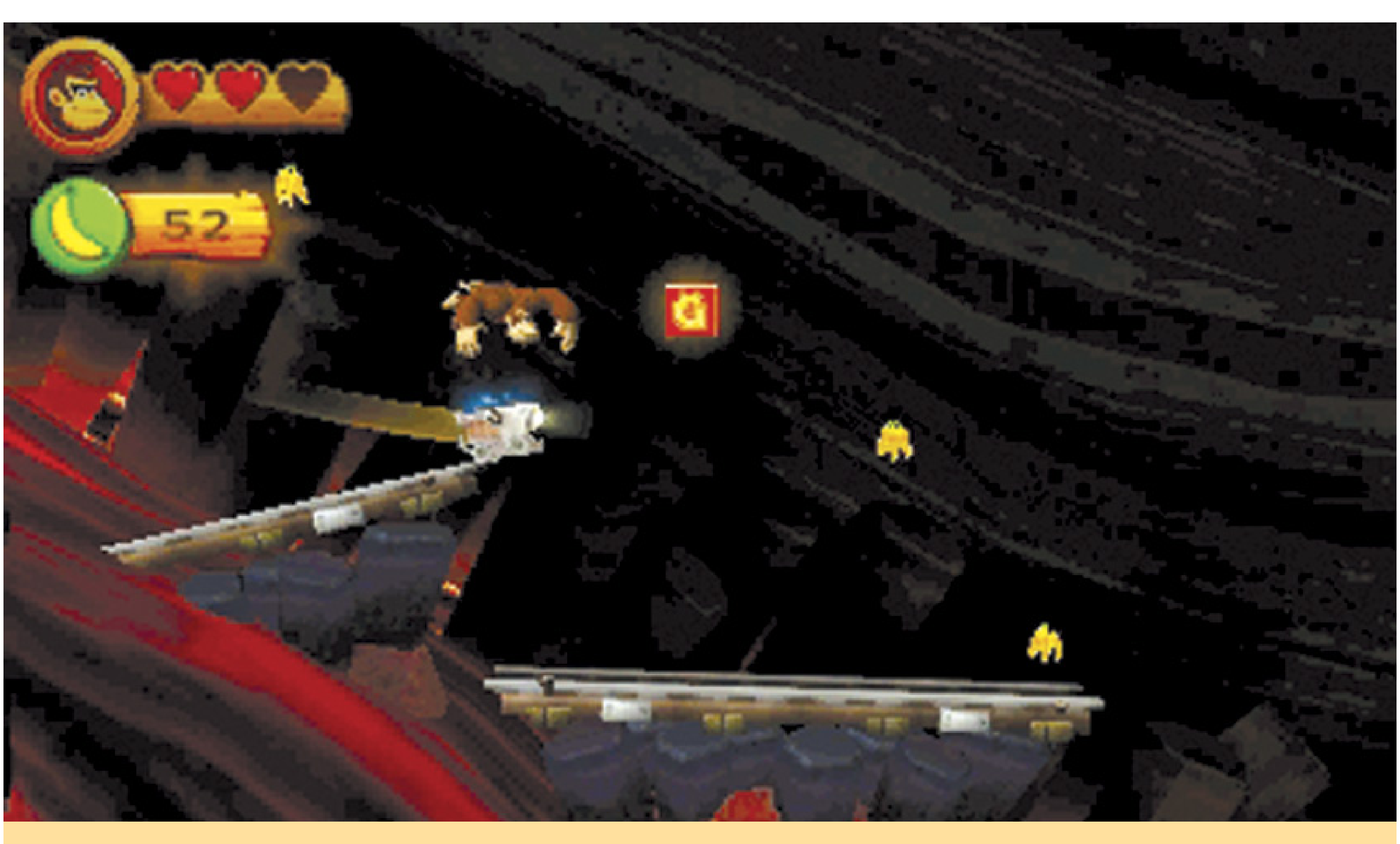
⑥ N Keep riding the cart and jumping across broken sections of track. As the lava pushes the track up, look for a path of bananas. Jump off the cart and follow the bananas through the N KONG letter and down to another cart.



⑦ After moving past the checkpoint, ride a cart to a platform where you are on foot again. These platforms are sinking into the lava, so you must move quick. Pound a container on this platform to get a Puzzle Piece, and then quickly run and jump right to the next platform. Keep going until you get into another cart.



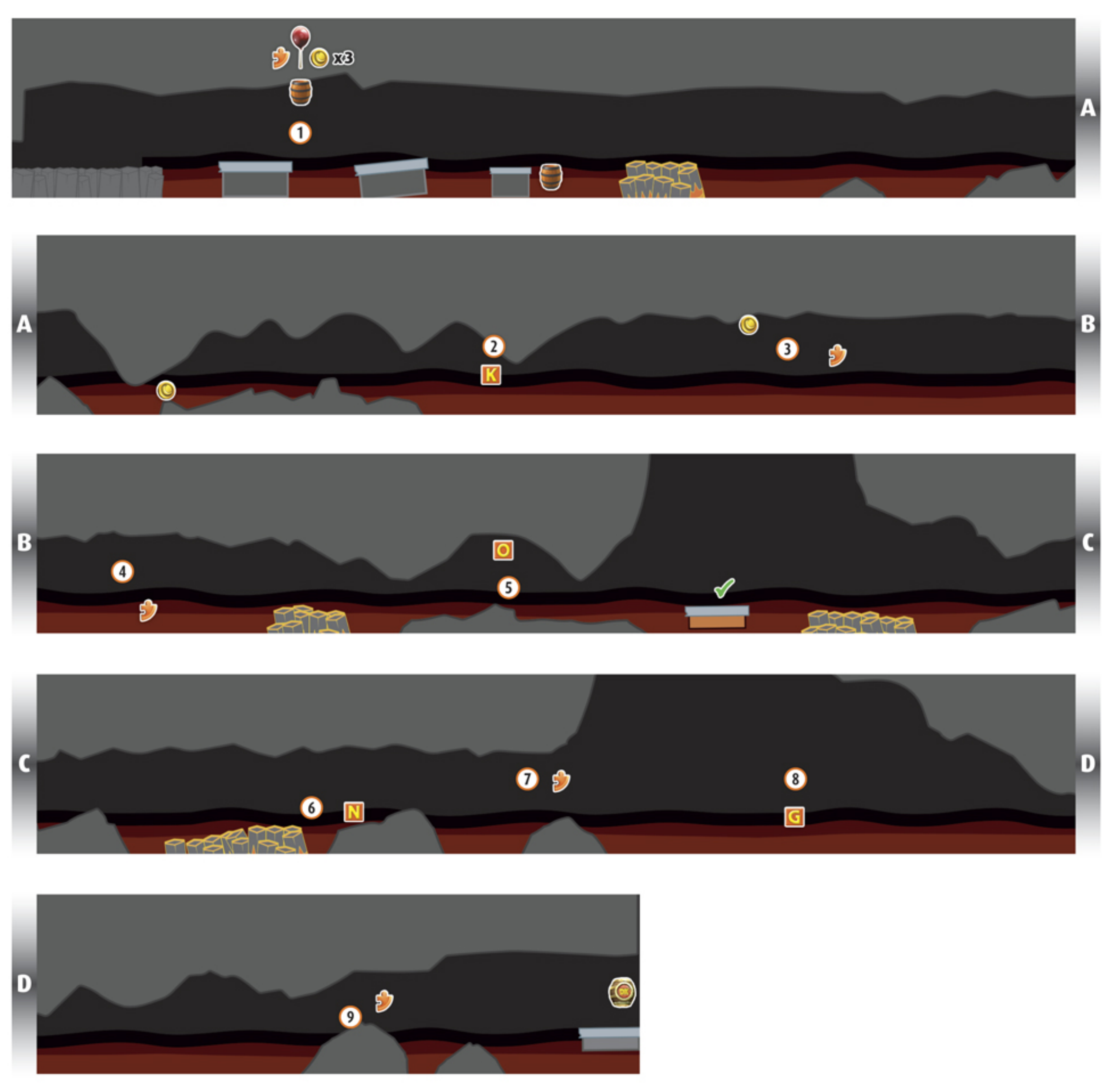
⑧ At the end of the track section, jump up and hold on to the grassy layer above. Quickly climb to the right before these ceiling sections fall into the lava. As you approach one section, it drops before you get to it. Drop to this platform and then quickly jump to the left to get the Puzzle Piece that is now exposed. Now jump up to the grassy layer on the right, and climb in that direction to the next cart.

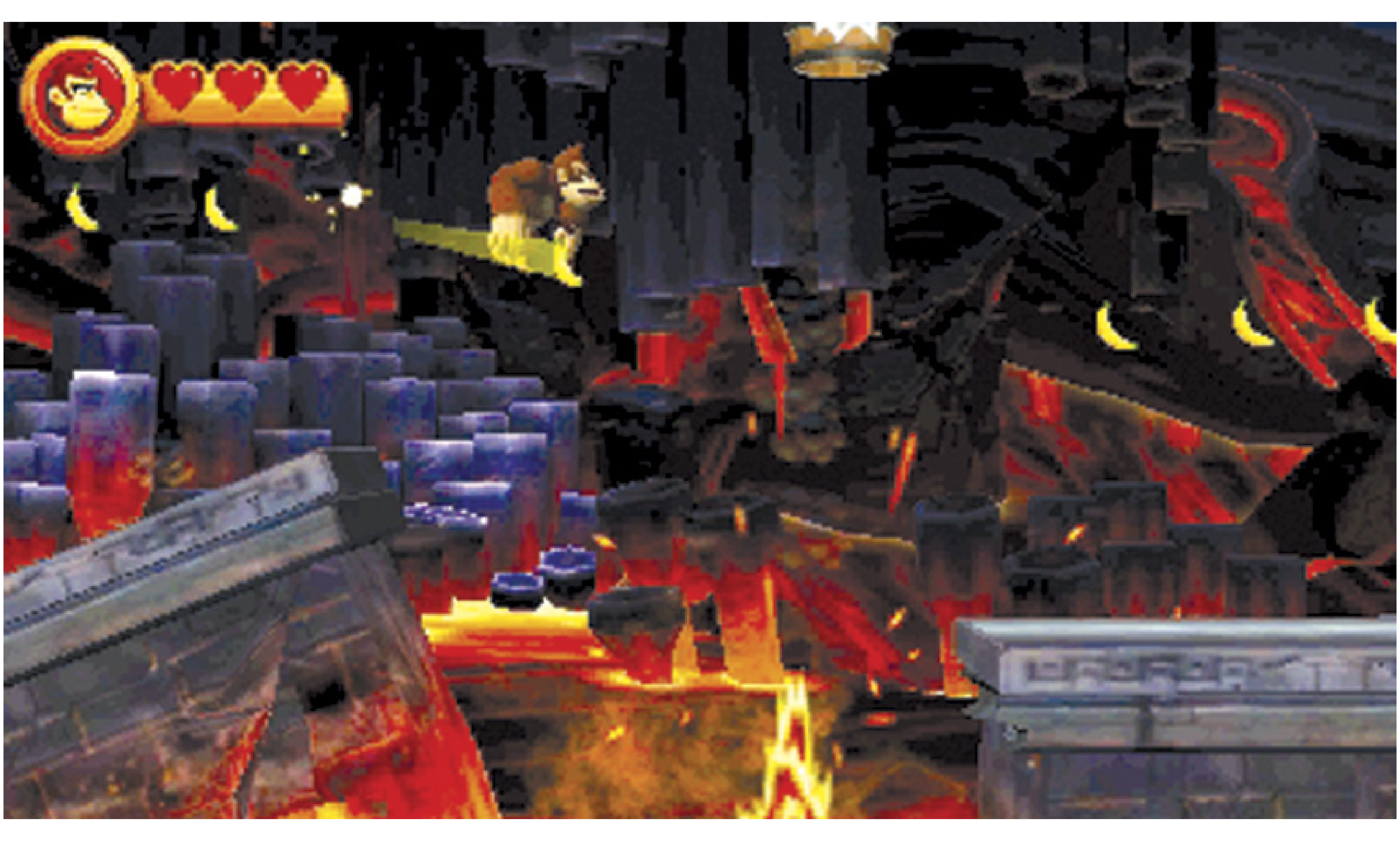


⑨ G A lava wave comes behind you as you race along in the cart. When you reach the G KONG letter, quickly tap the jump button to make a low jump, grab the letter, and drop back into your cart. Continue to the Slot-Machine Barrel to complete the level.

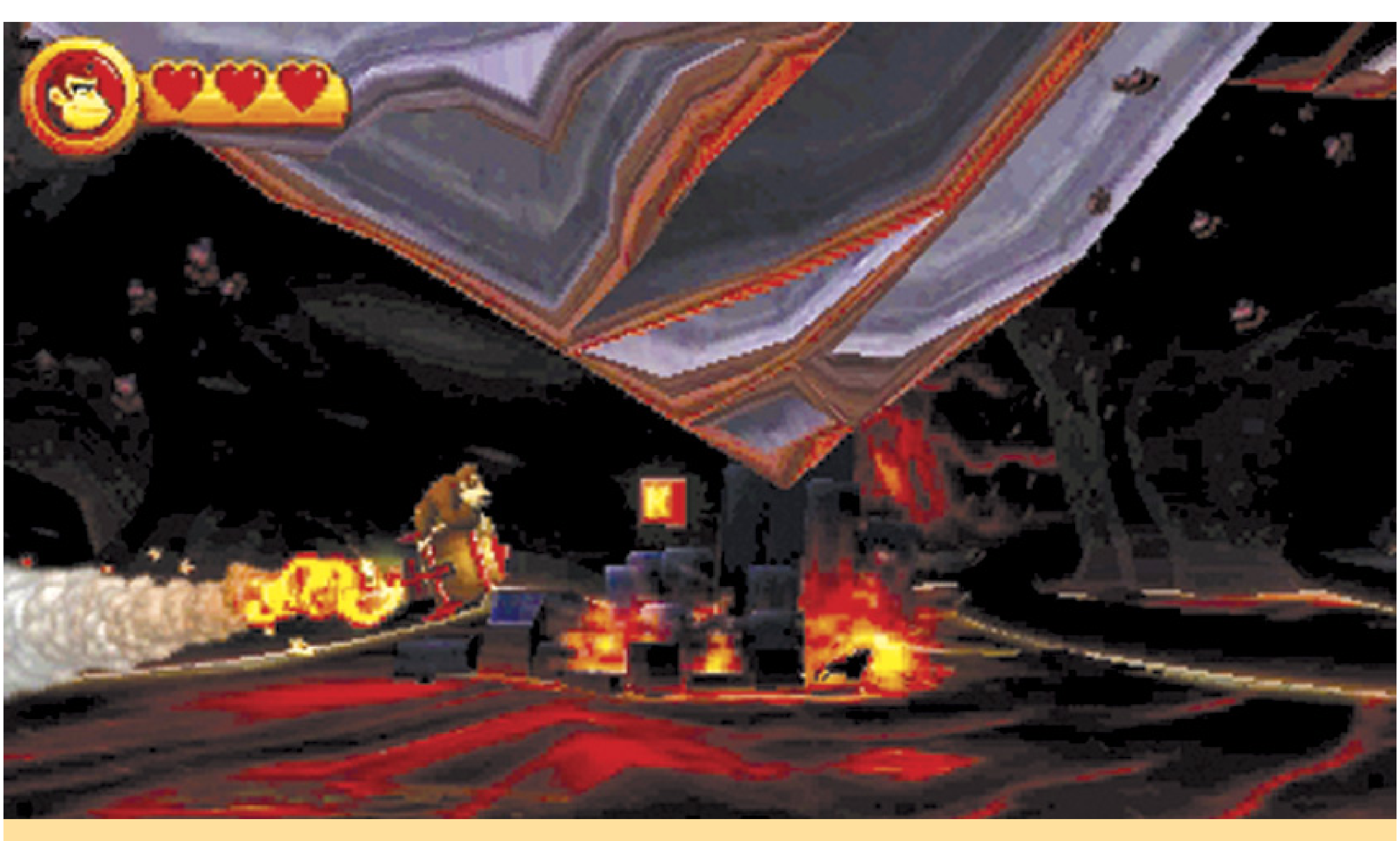
World 8

Hot Rocket

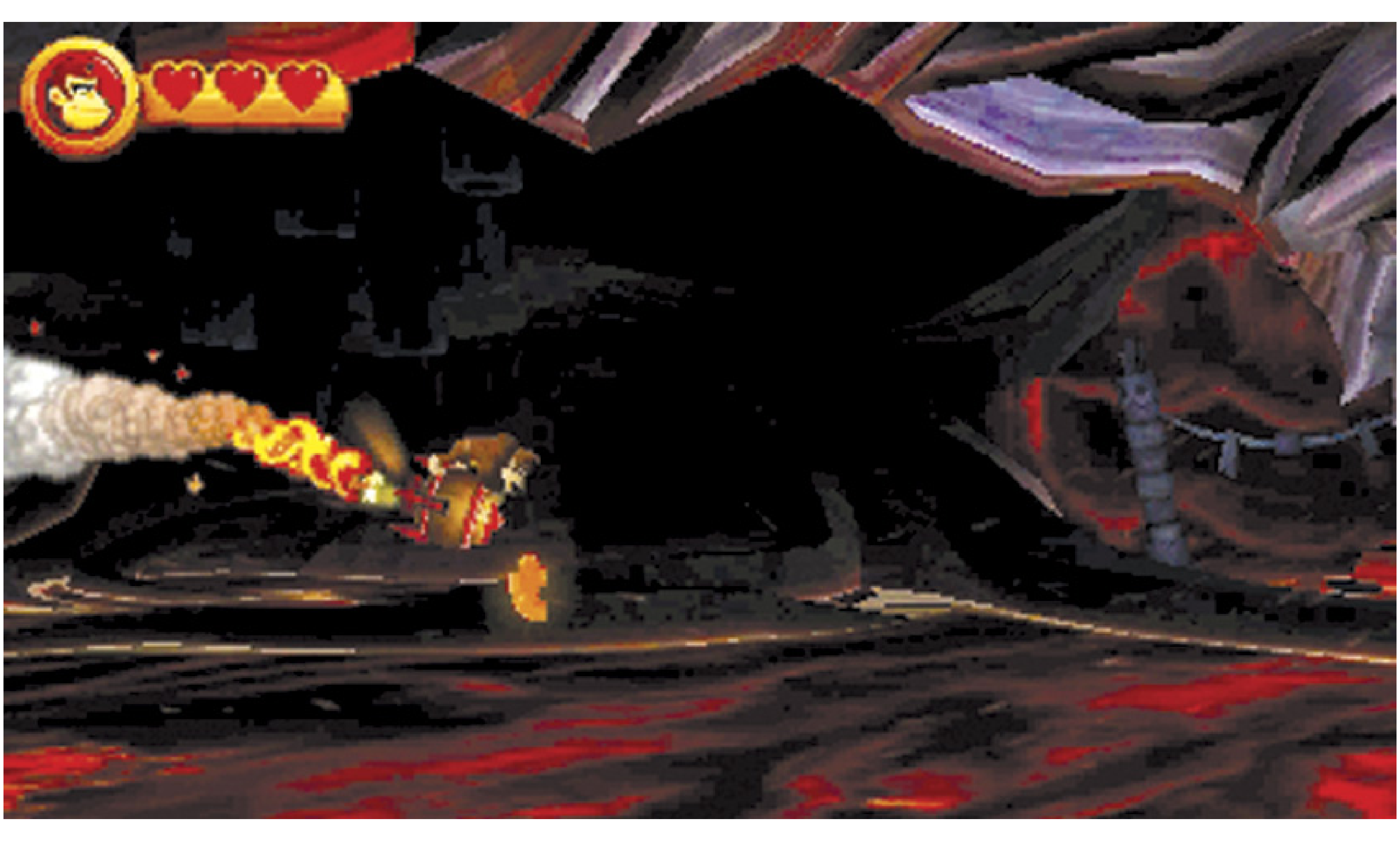




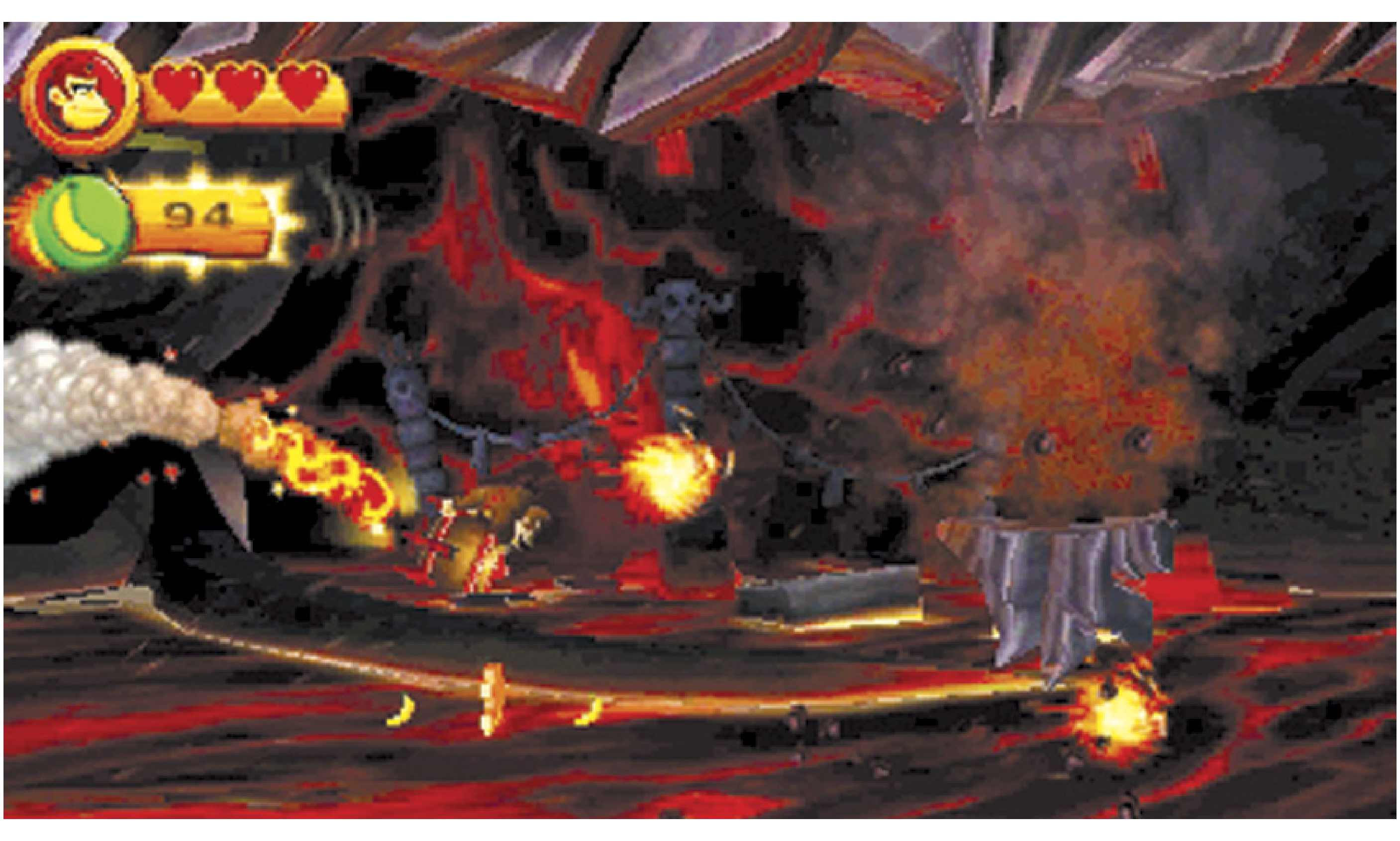
① At the beginning, immediately start moving right. Jump across to the first tipping platform. Stand on the left side and when the right side rises up, run and jump into a barrel. It will shoot you to a bonus area. Collect a balloon, coins, and bananas so you can walk out with a Puzzle Piece.



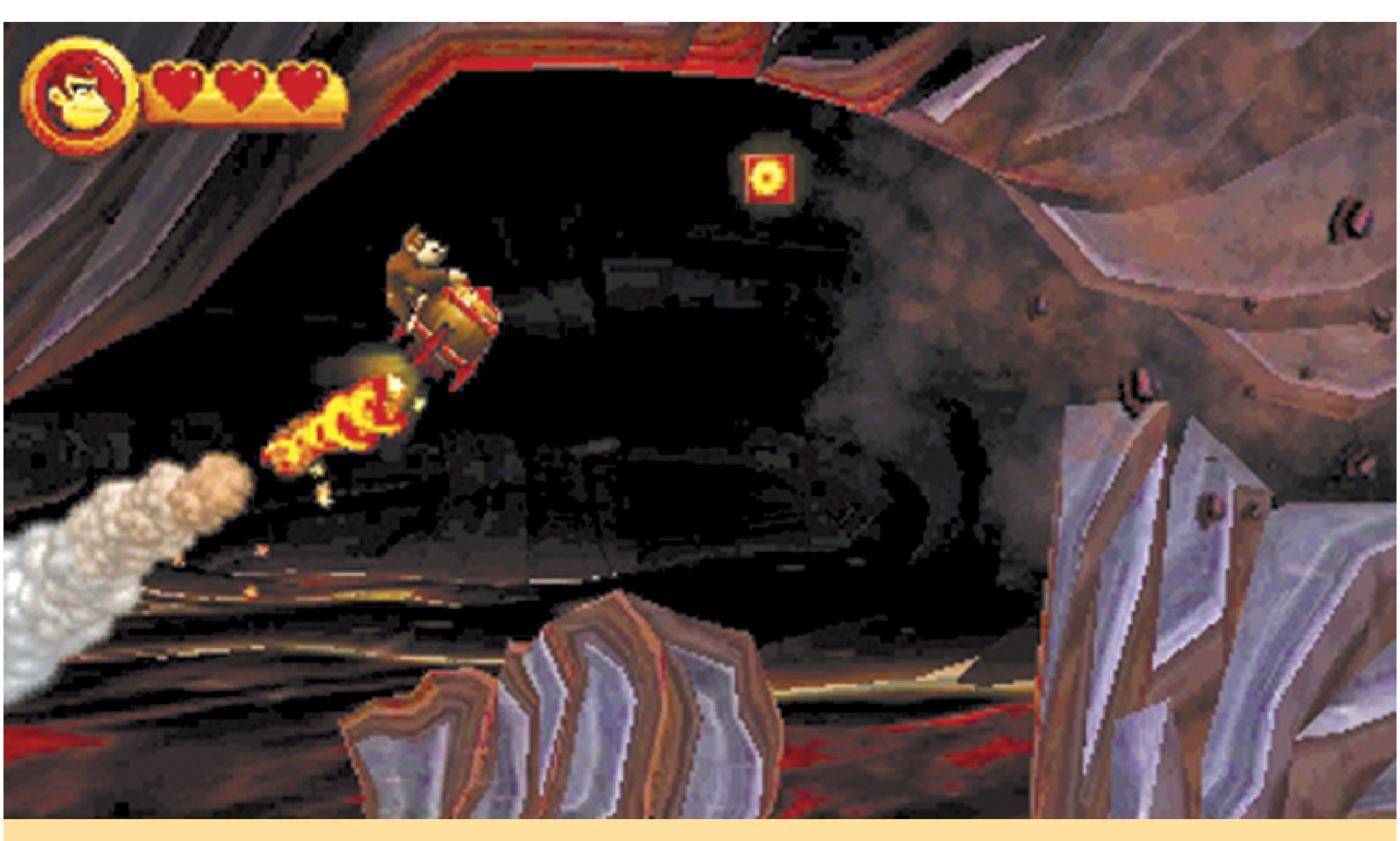
② K After getting into a rocket barrel, fly through the cavern while dodging fireballs. Getting the K KONG letter can be tough, since you must dive under a rock as soon as you get it. Be careful not to dive too much and crash into the lava.



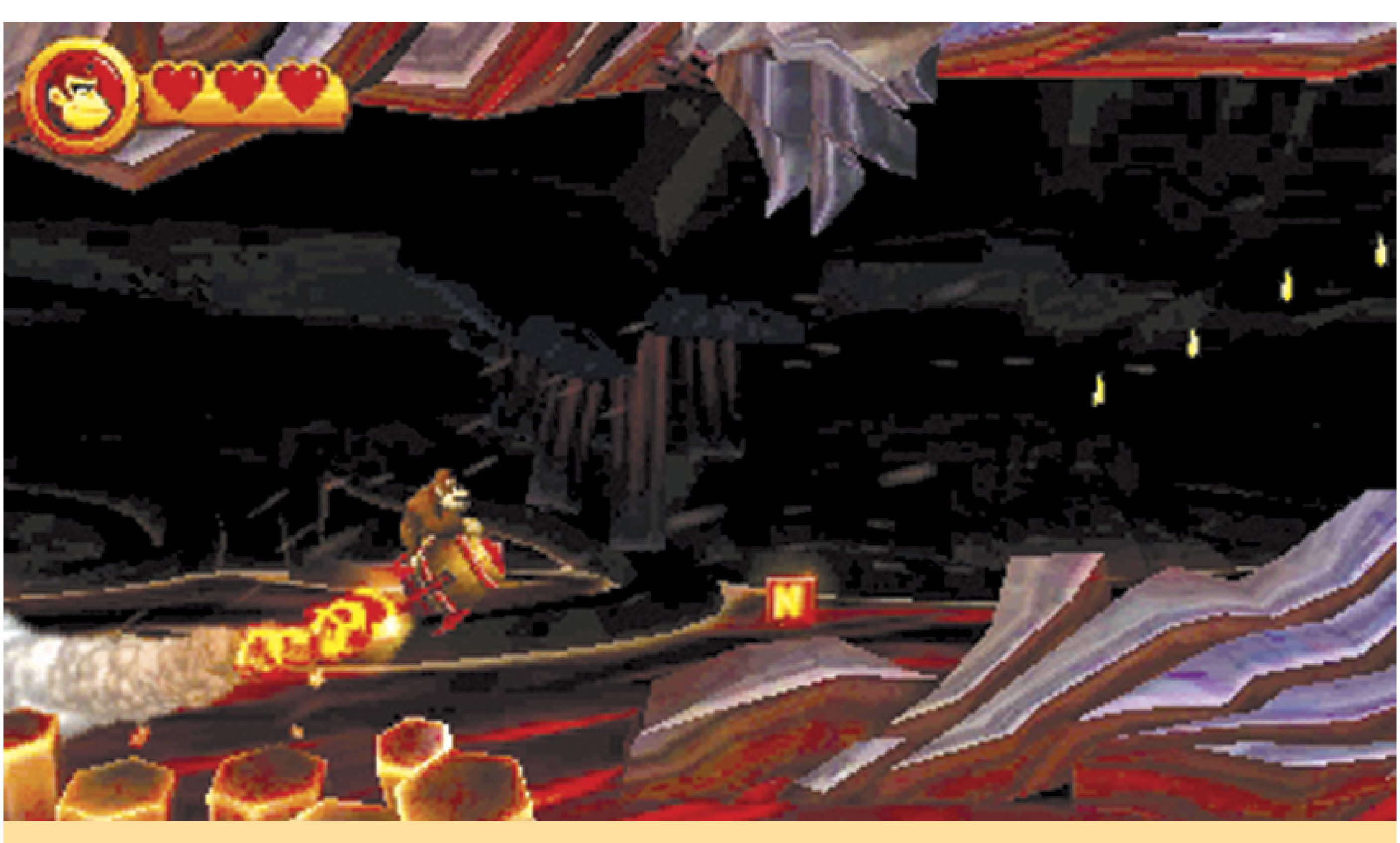
③ As some fireballs come at you from behind, try to fly in the middle. One of the fireballs will hit a chunk of falling rock and release a Puzzle Piece. Fly right into it and get the Puzzle Piece.



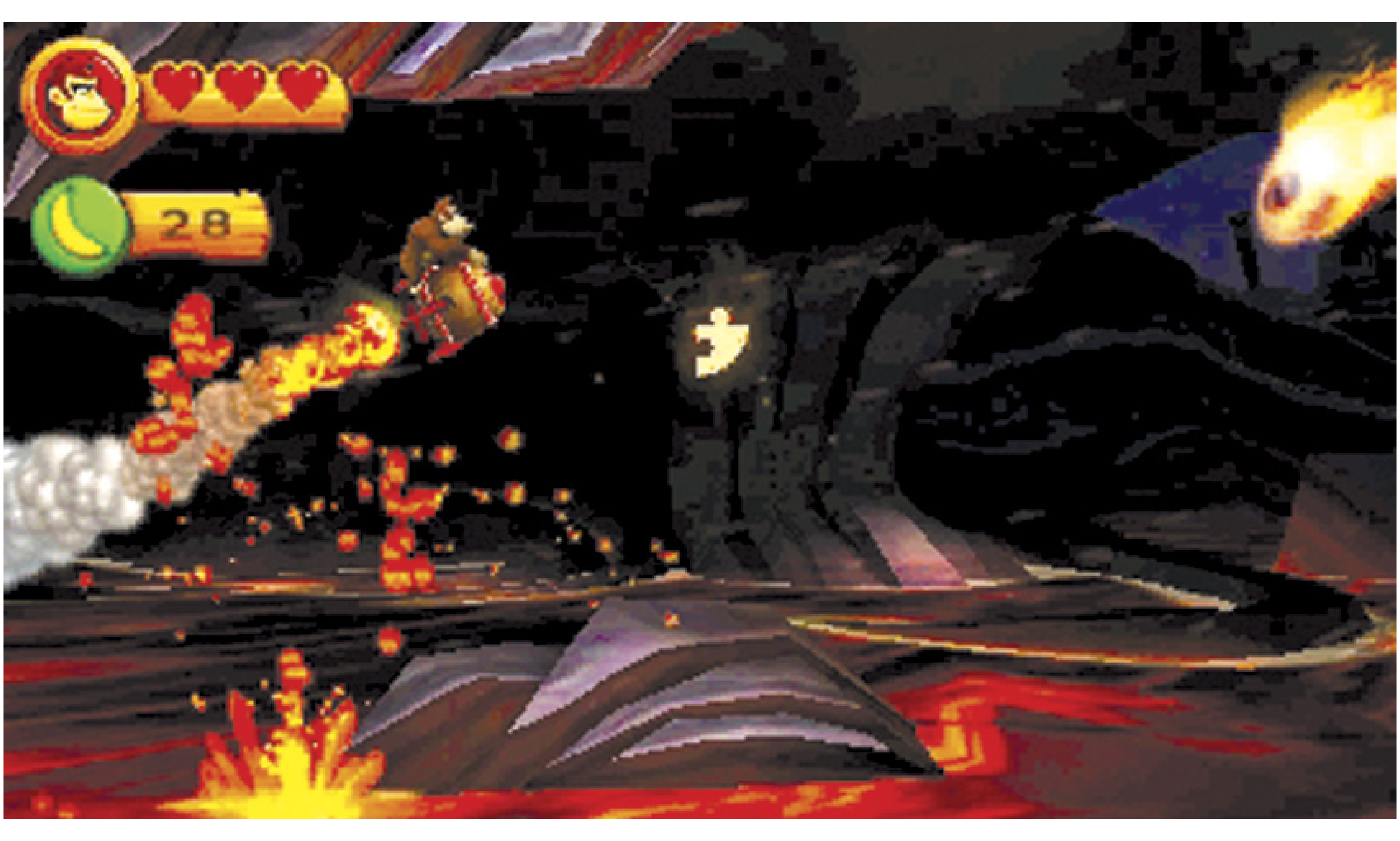
④ After getting the second Puzzle Piece, fly low over the lava so you can easily get the next Puzzle Piece as well.



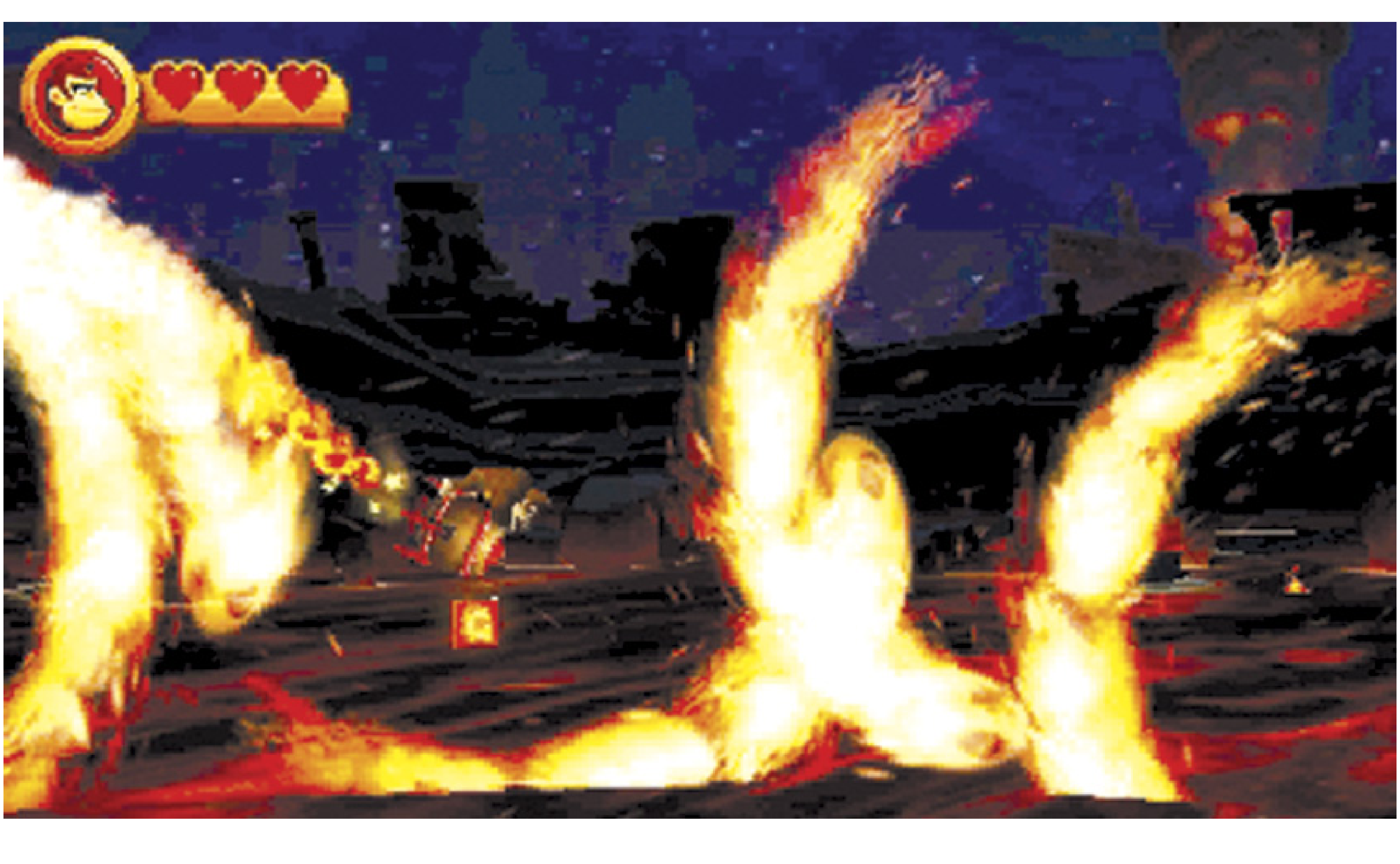
⑤ O When getting the O KONG letter, you must start low to get under a low-hanging rock; then climb up to get the letter and immediately dive down to get under another rock so you don't crash.



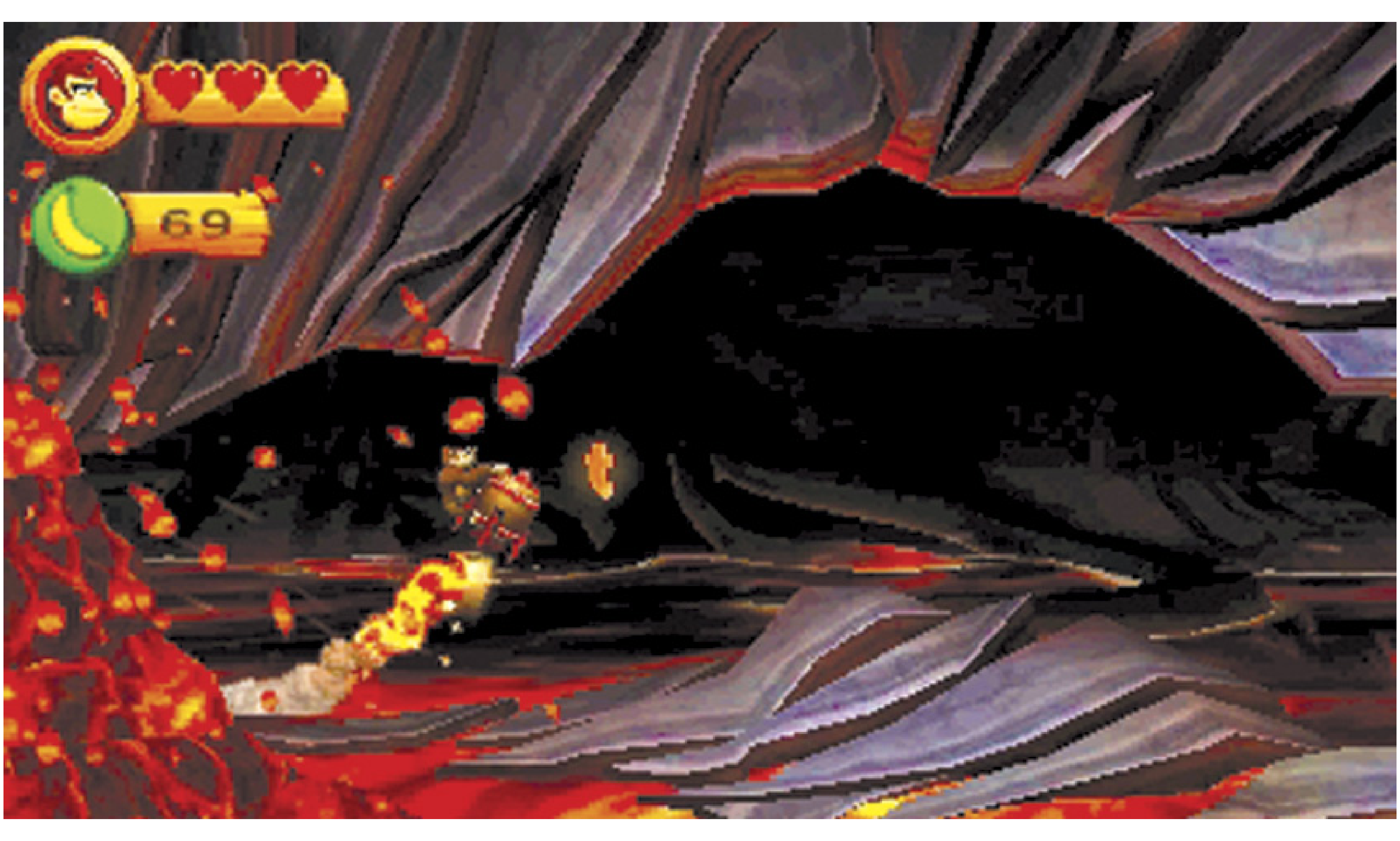
⑥ N The N KONG letter is low and just above the lava. As soon as you get it, quickly pull up a bit to avoid crashing into some rocks.



⑦ After the N KONG letter, collect all of the bananas and a Puzzle Piece will appear in the air in front of you.



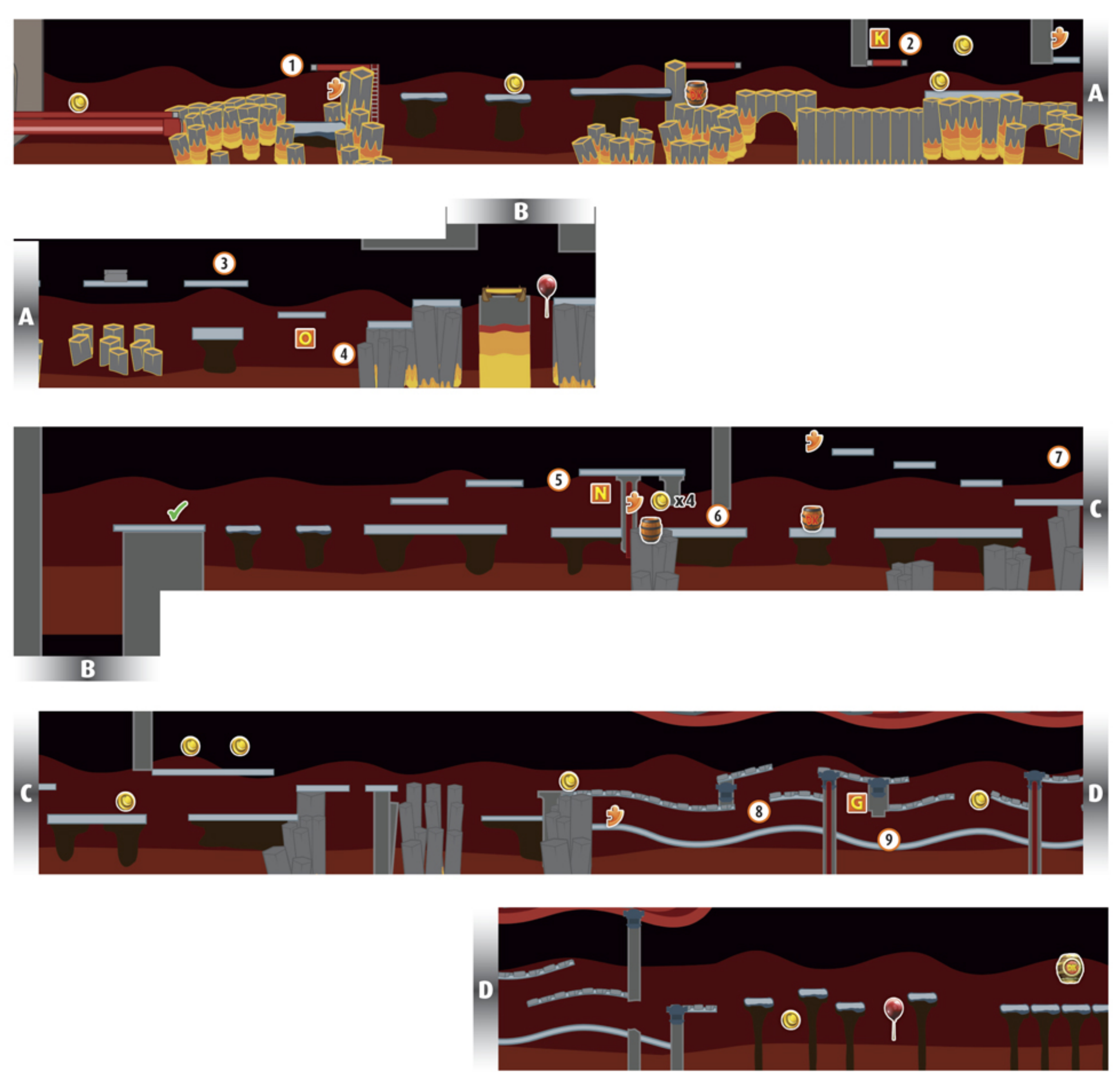
⑧ G This part of the level requires you to dodge leaping flames. The G KONG letter is down low. However, to reach it, you must come in high to avoid being toasted, then drop down to get the letter.

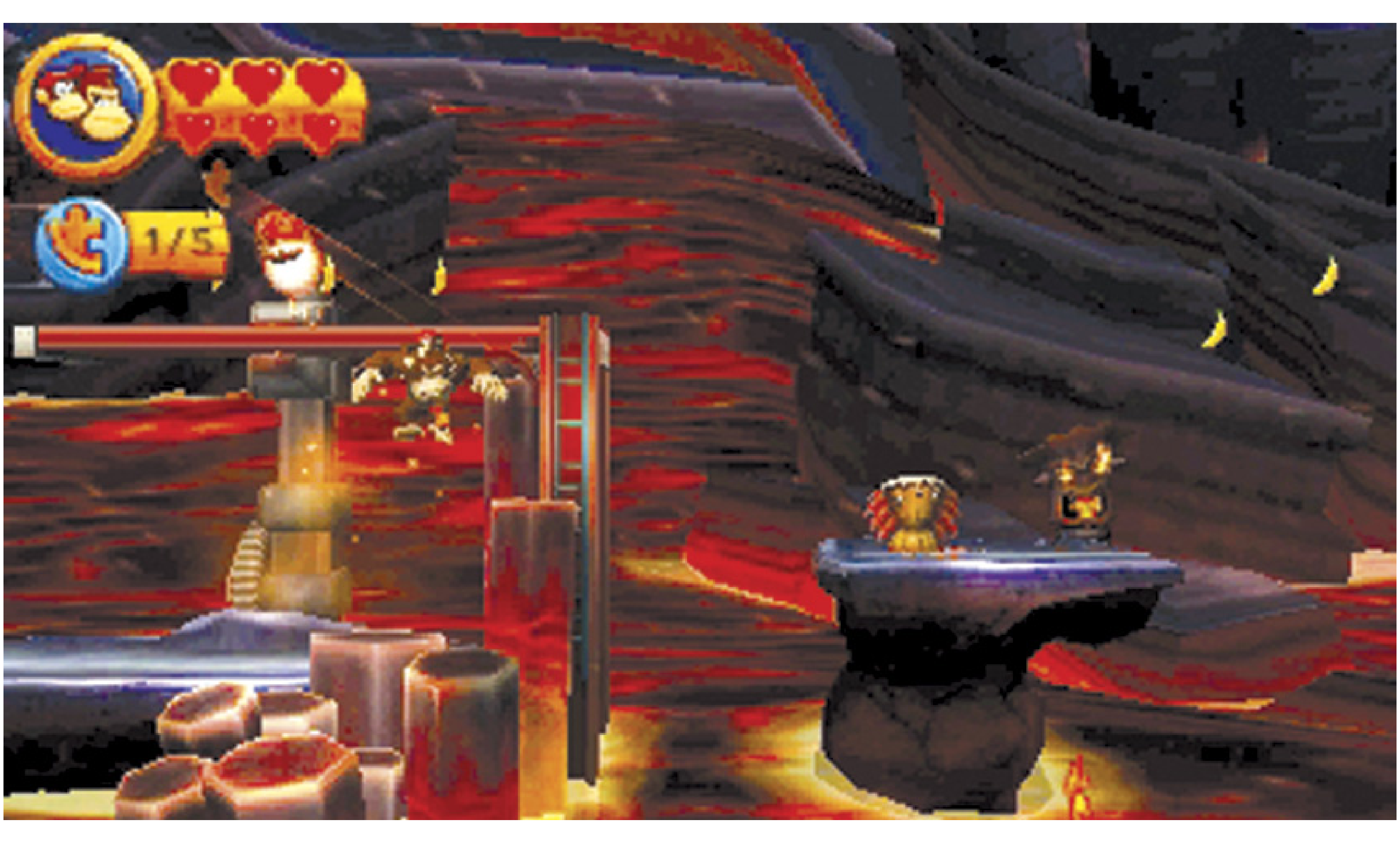


⑨ As you enter a narrow cavern, you must dodge hanging rocks as you race against a wall of lava. Collect all of the bananas along the way to make the last Puzzle Piece appear by the rock that rises out of the lava. You will need to climb over the rock, picking up the Puzzle Piece as you do; then dive down so you don't crash into the low-hanging rock. Continue to the Slot-Machine Barrel to complete the level.

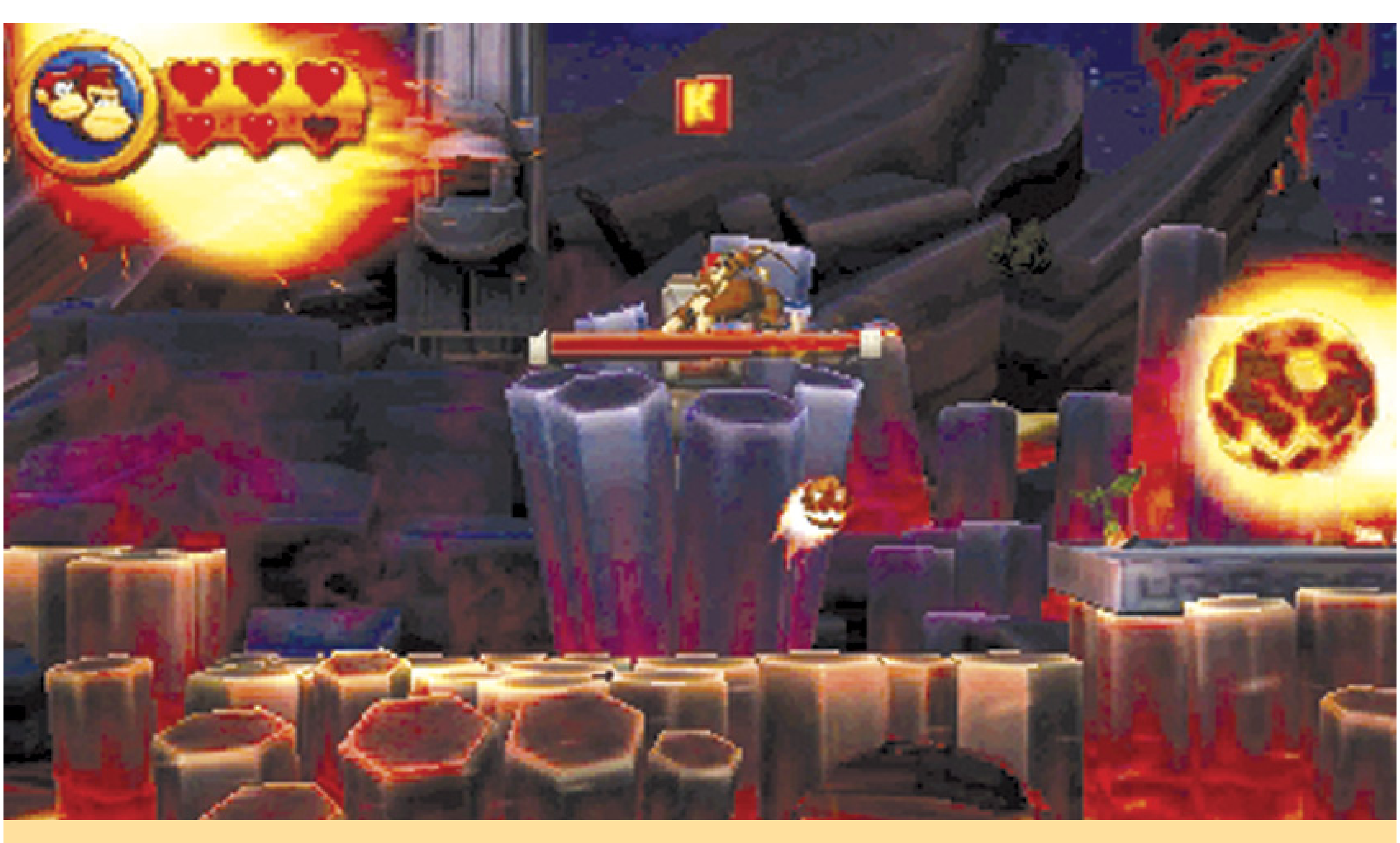
World 8

Furious Fire





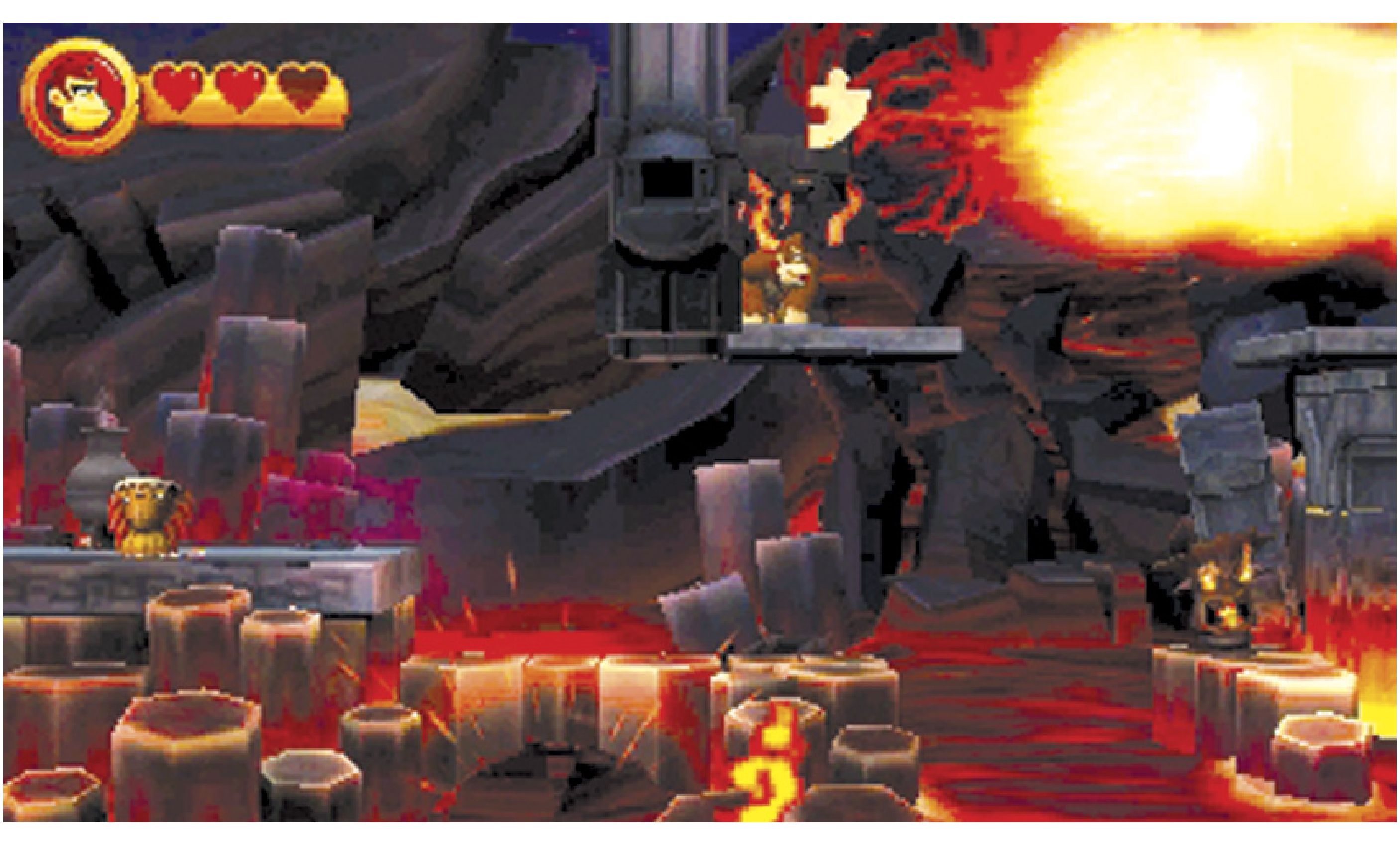
① Move to the right at the start, and drop into this lower area. Keep moving right to reveal a hidden area with a Puzzle Piece.



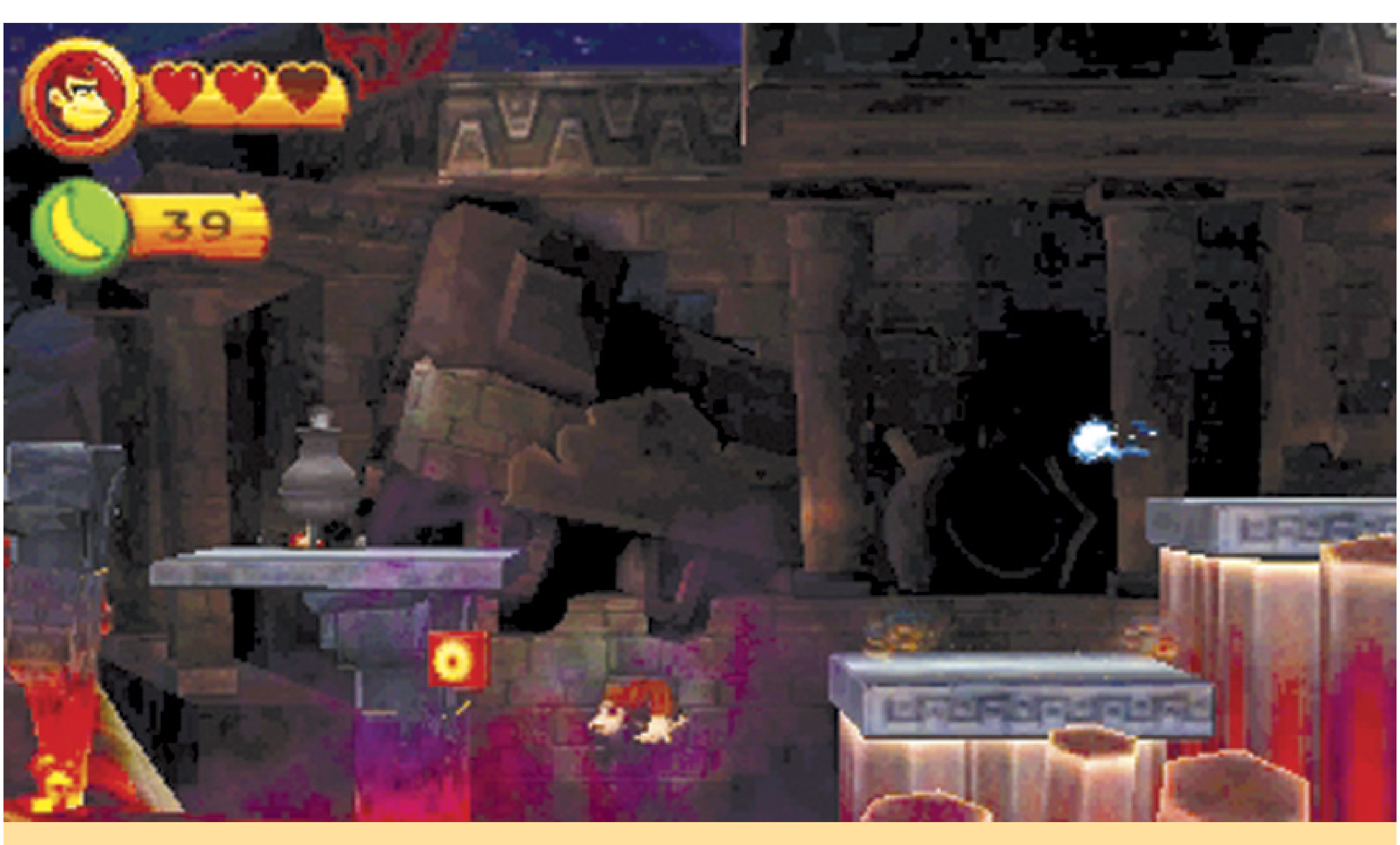
② K The K KONG letter is located on a platform above the main pathway. Walk under it and jump onto a platform to the right. Then jump back to the left to add this letter to your collection.

Tip

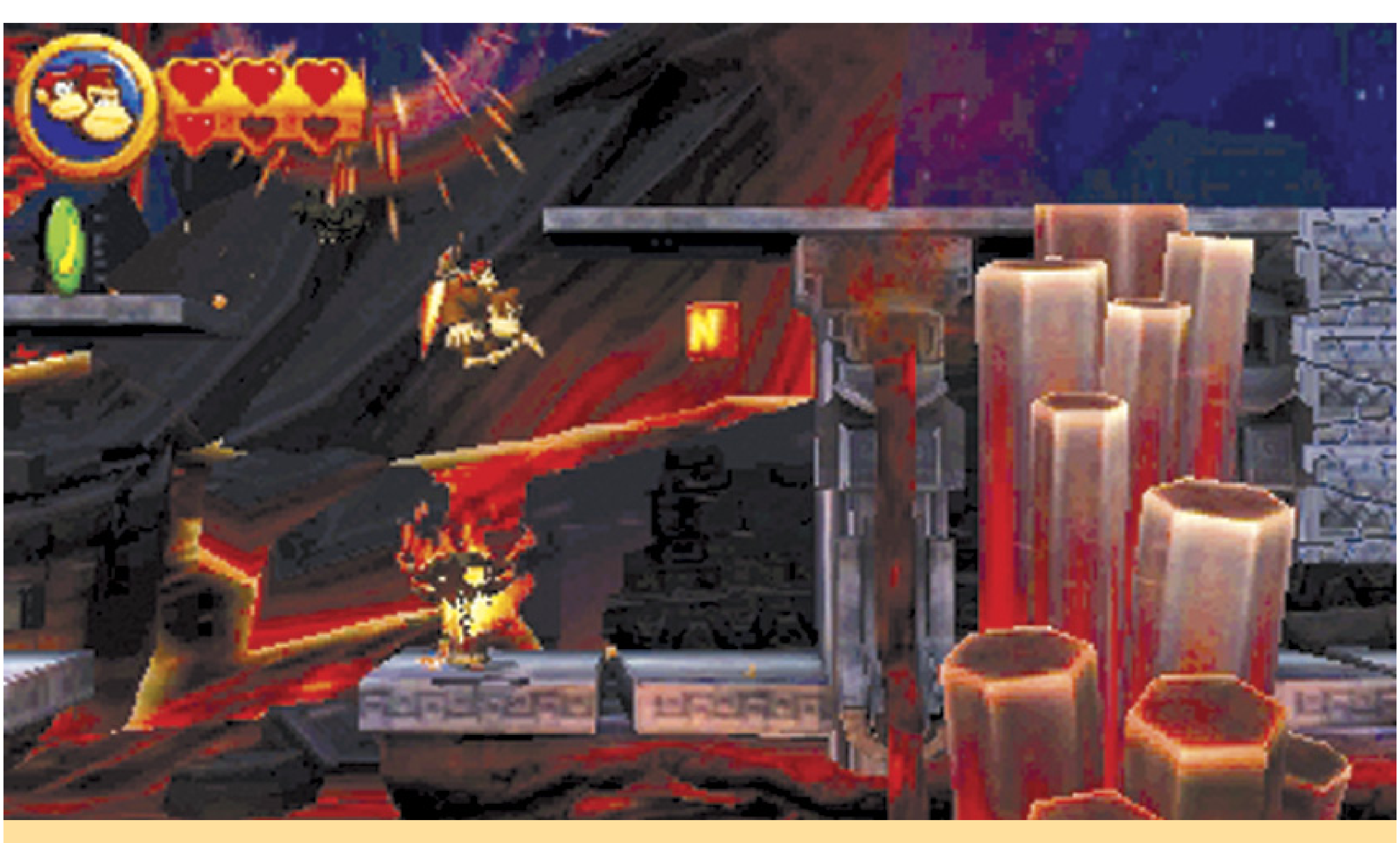
Watch for fireballs in this world. They move slowly around the level in regular patterns. Sometimes it pays to just sit back and watch where they go so you are not surprised by them. In addition, you also have little Char-Chars to worry about. You can actually blow them out if they get in your way.



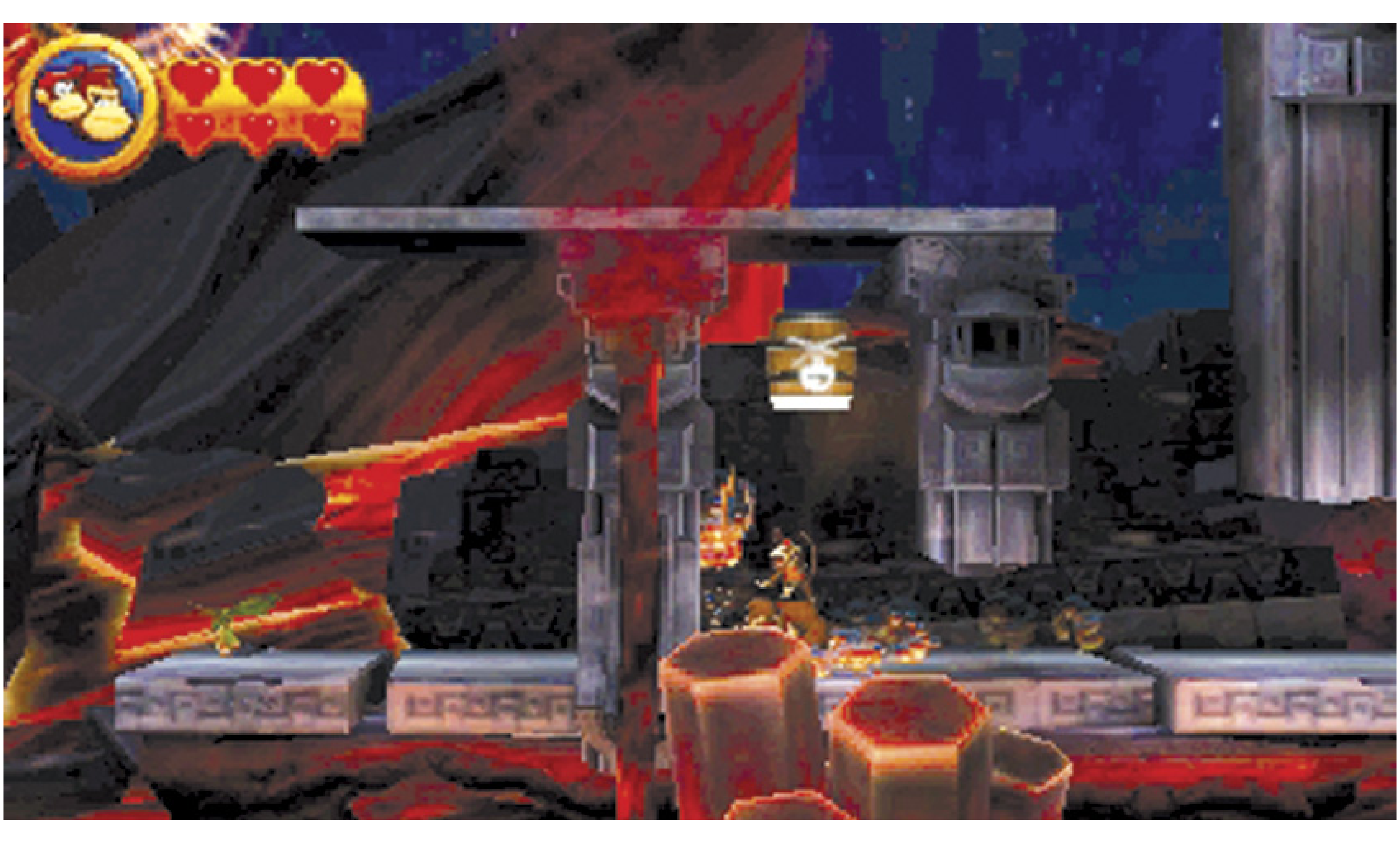
③ The next Puzzle Piece can be a bit tougher to get. Don't try to jump directly up to it. Instead, continue to the right to the platform above the O KONG letter, and then jump up and to the left from there. Head back along these higher platforms until you reach the platform where this Puzzle Piece is located.



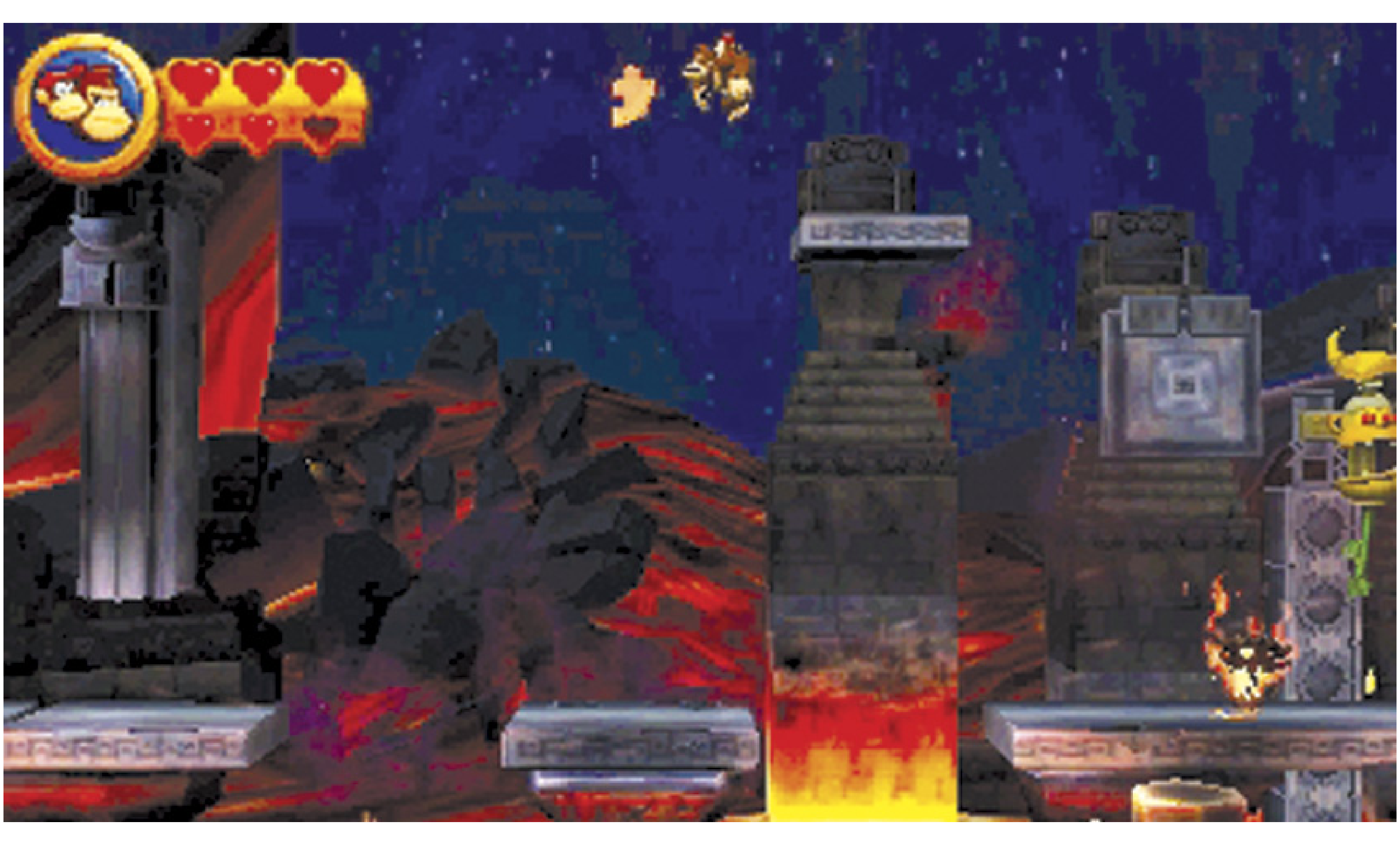
④ O Make your way back to the O KONG letter. Move past it to the platform on the right. From there, roll left to get the letter, and then jump in midair to reach the platform so you don't fall into the lava below.



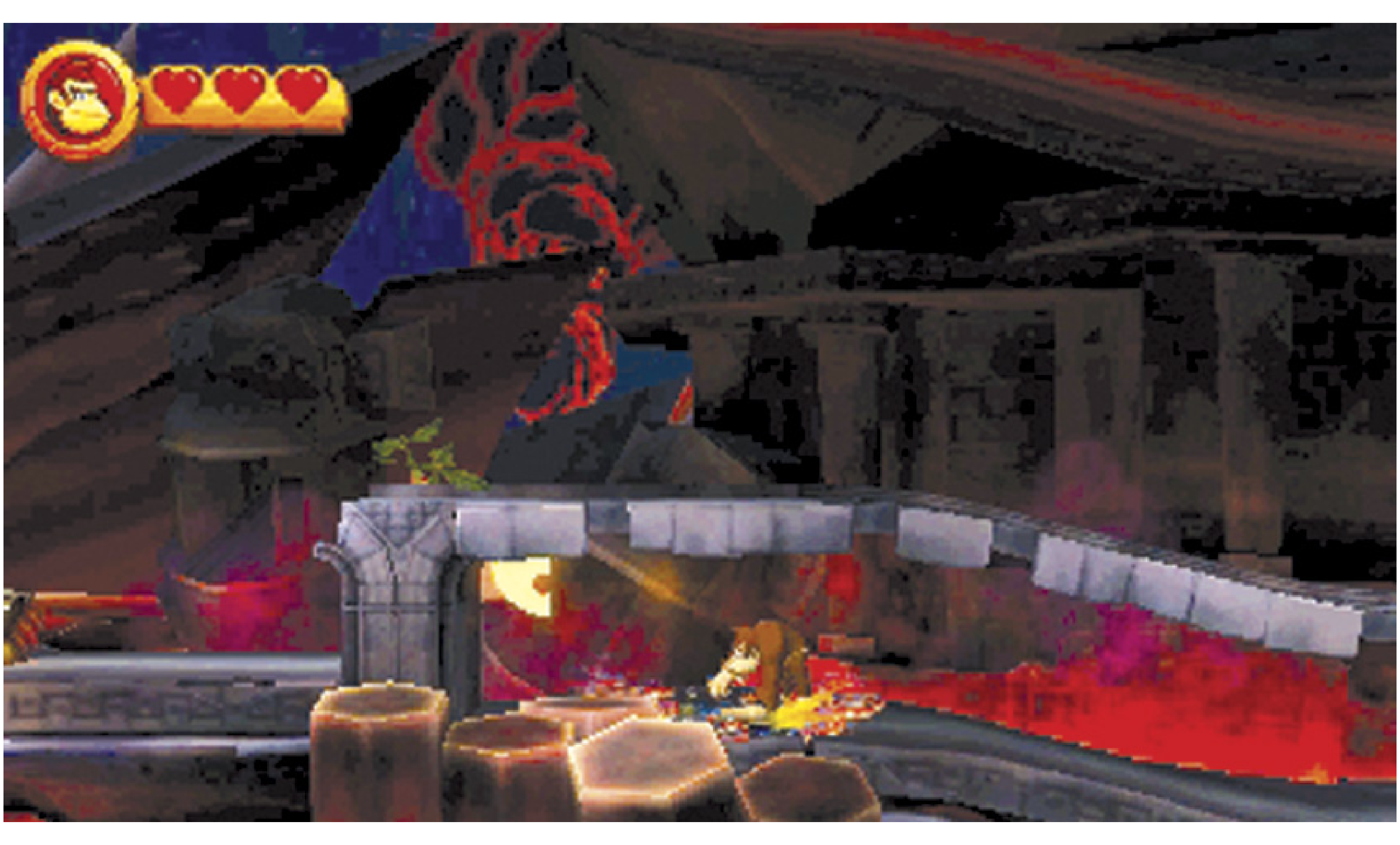
⑤ N After passing the checkpoint, move along the higher platforms. To get the N KONG letter, roll off the platform to the letter's left and pick it up when you are in the air.



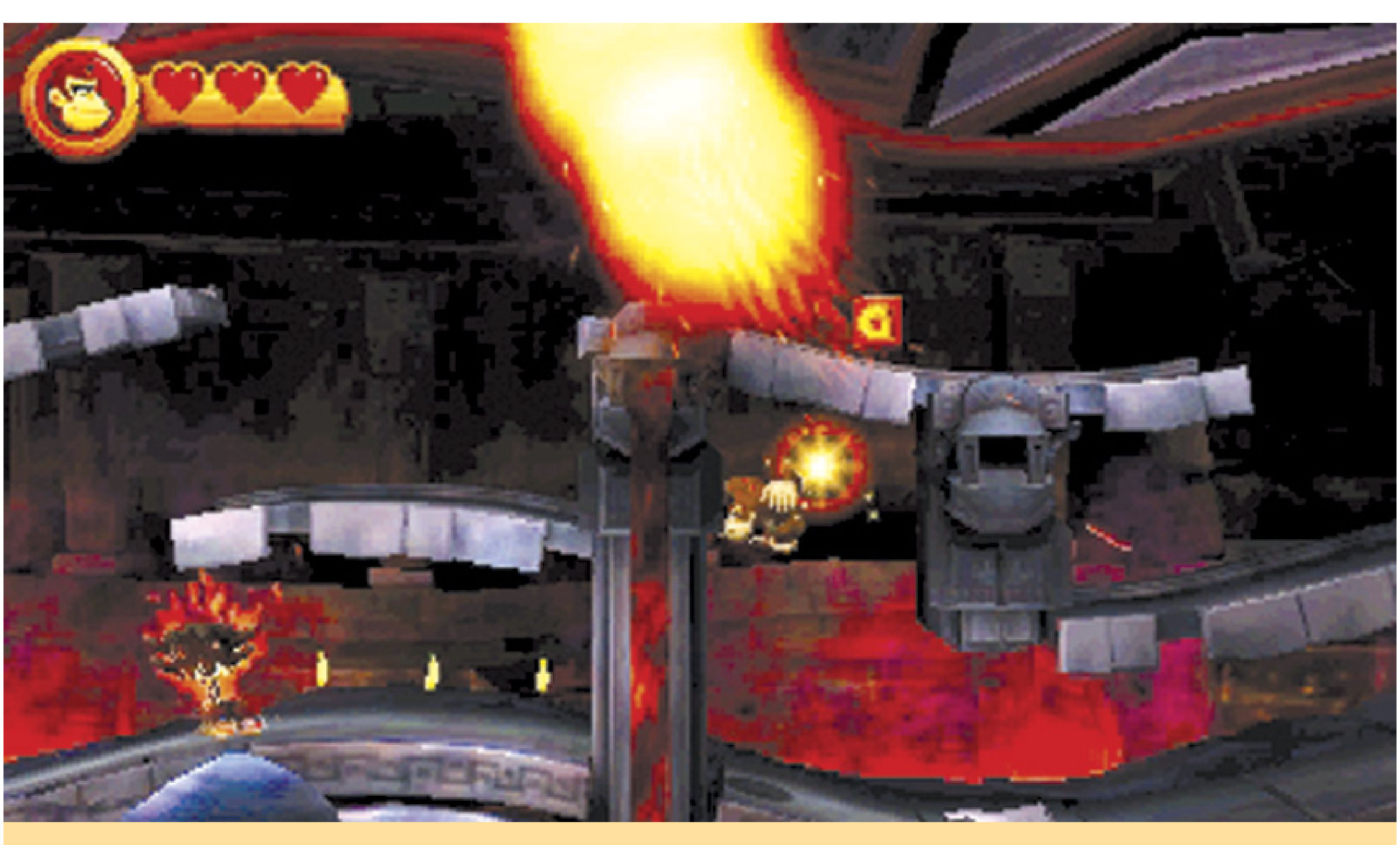
⑥ After getting the N KONG letter, move along the platform above it to the vertical wall and pound your way to the lower platform. Move left to find a barrel that will take you to a bonus area. Clear it out and get the Puzzle Piece.



⑦ This Puzzle Piece is tough to get. Jump up and pull down on a vine. This will lower three small platforms; they stay in position for a short amount of time. Quickly jump up to the right, and then make jumps to the left to get across these platforms. Grab the Puzzle Piece before the platforms drop down.



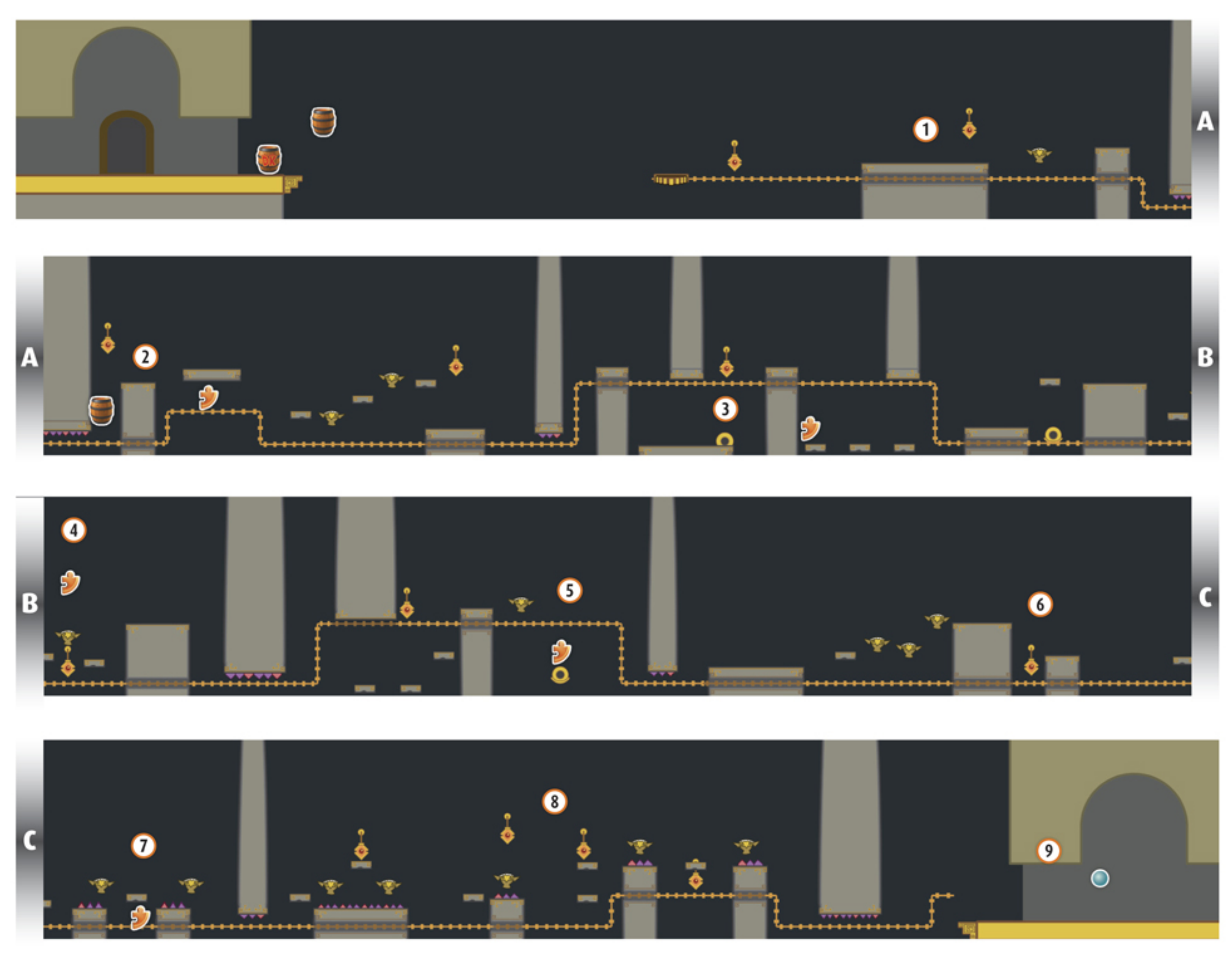
⑧ When you see the G KONG letter, drop down into a passage to its left. Follow this passage left until you reach a hidden area. The last Puzzle Piece is inside. Grab it and then get out.

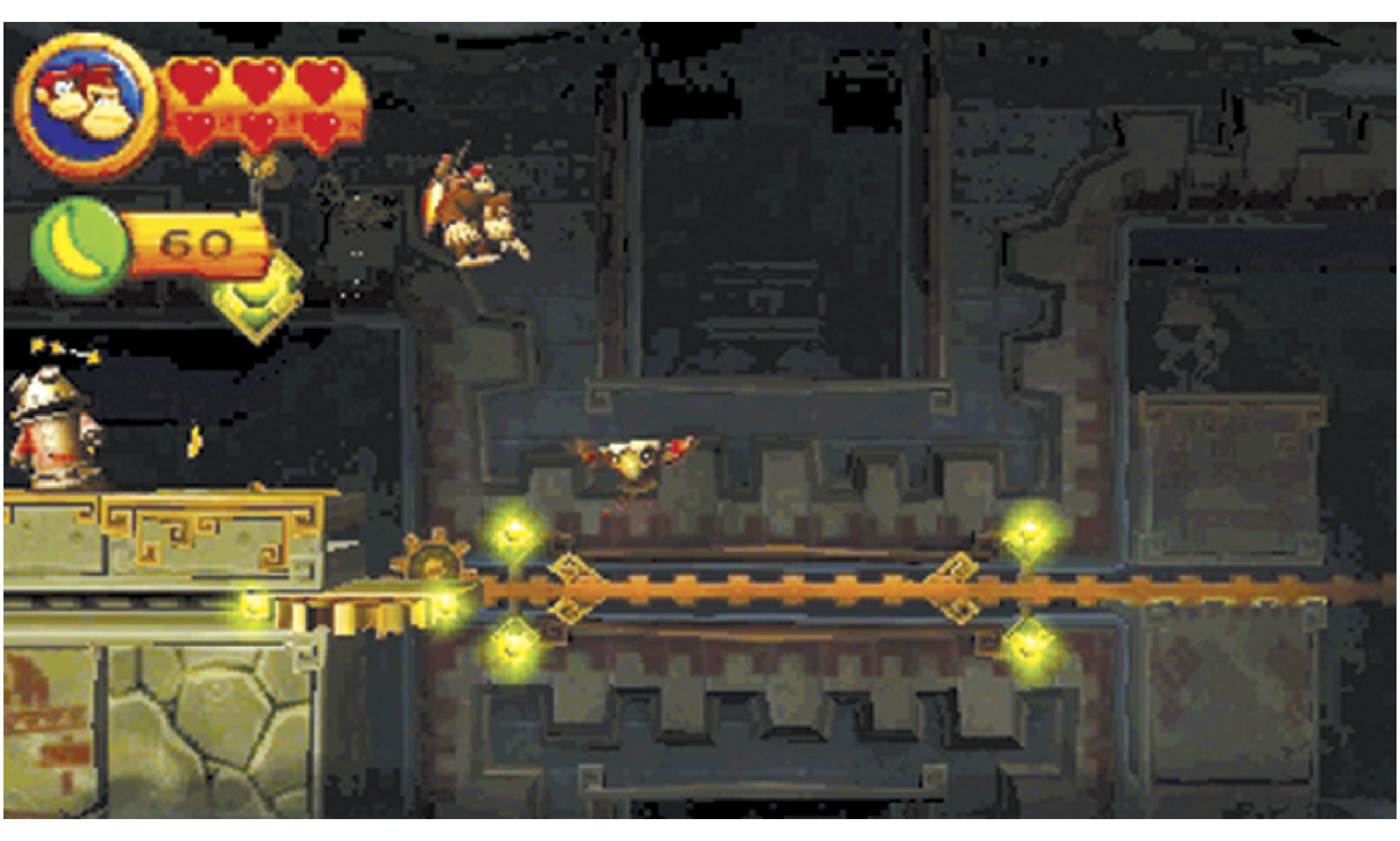


⑨ G Move past the G KONG letter and drop into another low passage. Move left and get the letter so you can spell out K-O-N-G. Continue to the Slot-Machine Barrel so you can complete the level.

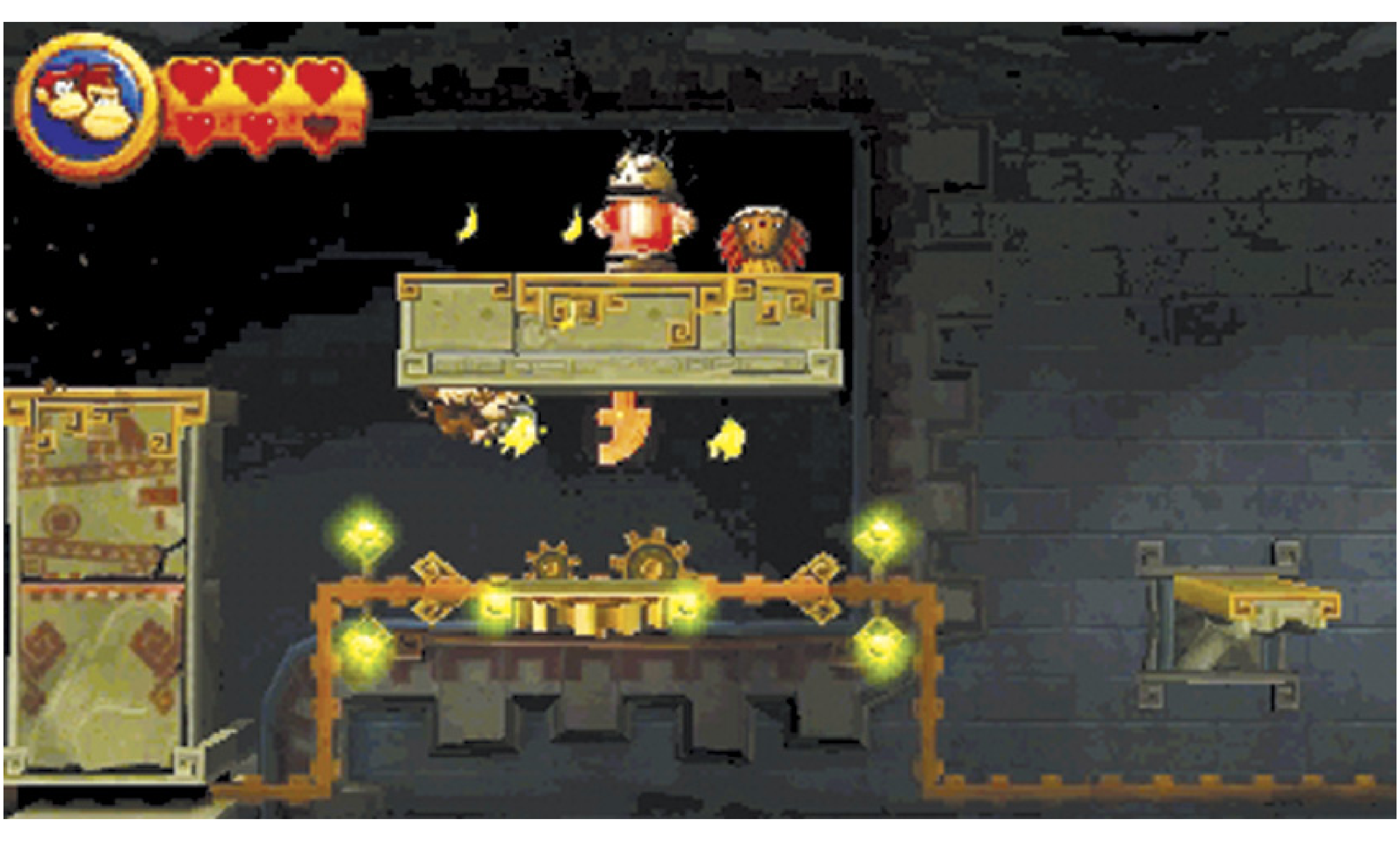
World 7

Treacherous Track

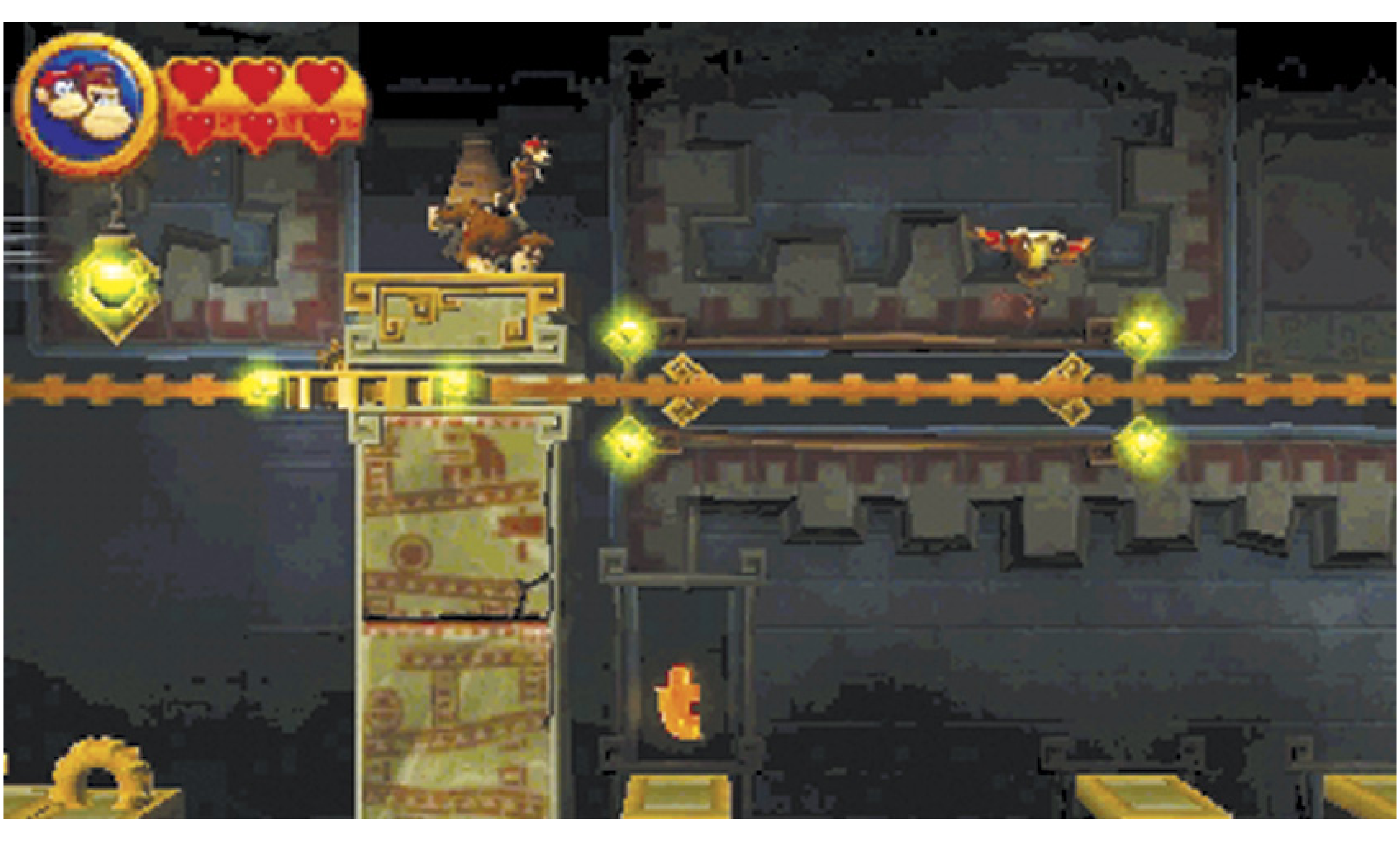




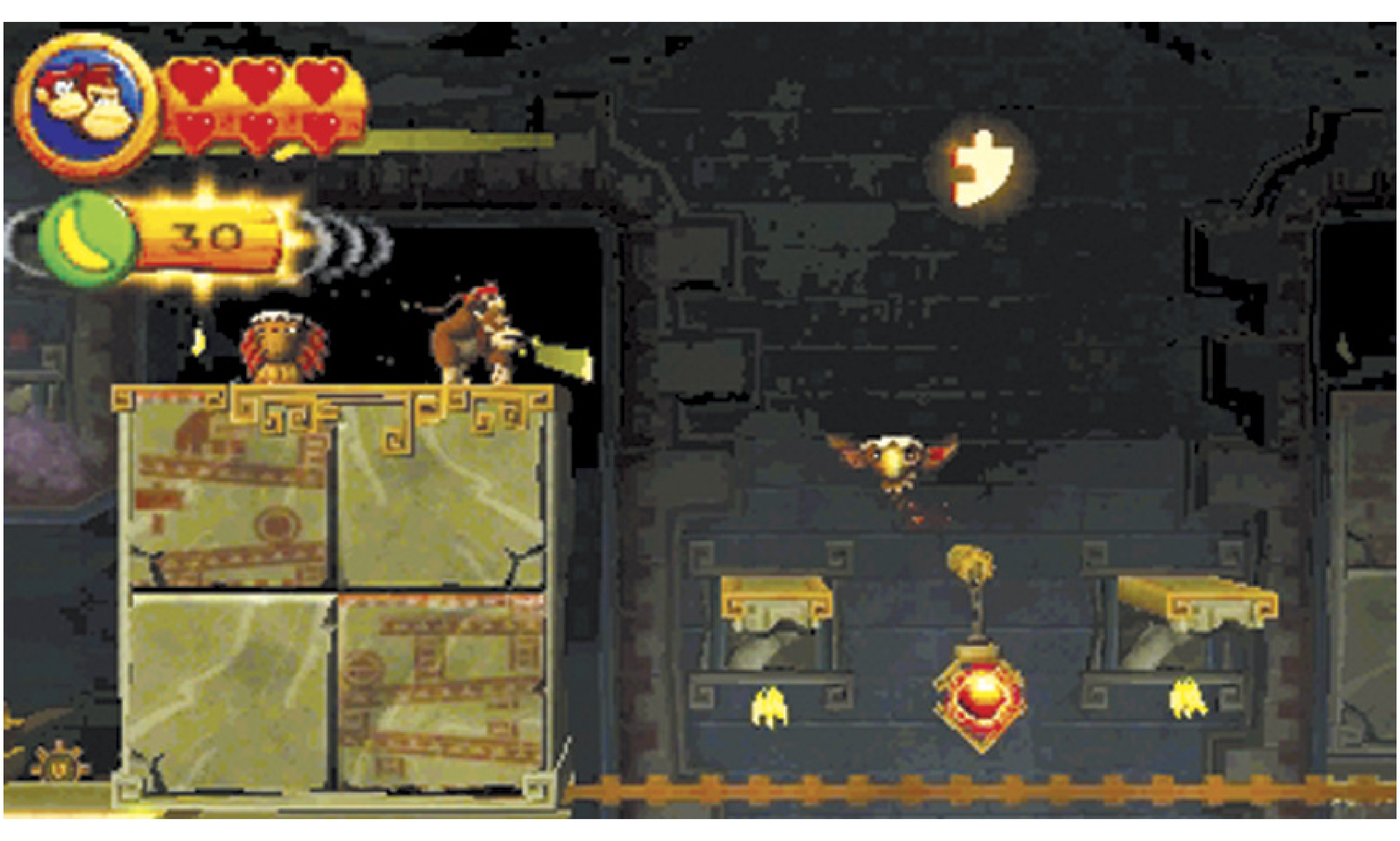
① As you advance through this level, you will be riding a small moving platform along a track. Unfortunately, there are sections of track that are missing. Jump across to the hanging switches. They turn from orange to yellow, extending missing sections of track so your platform does not fall. You will often have to jump off the moving platform to access these switches.



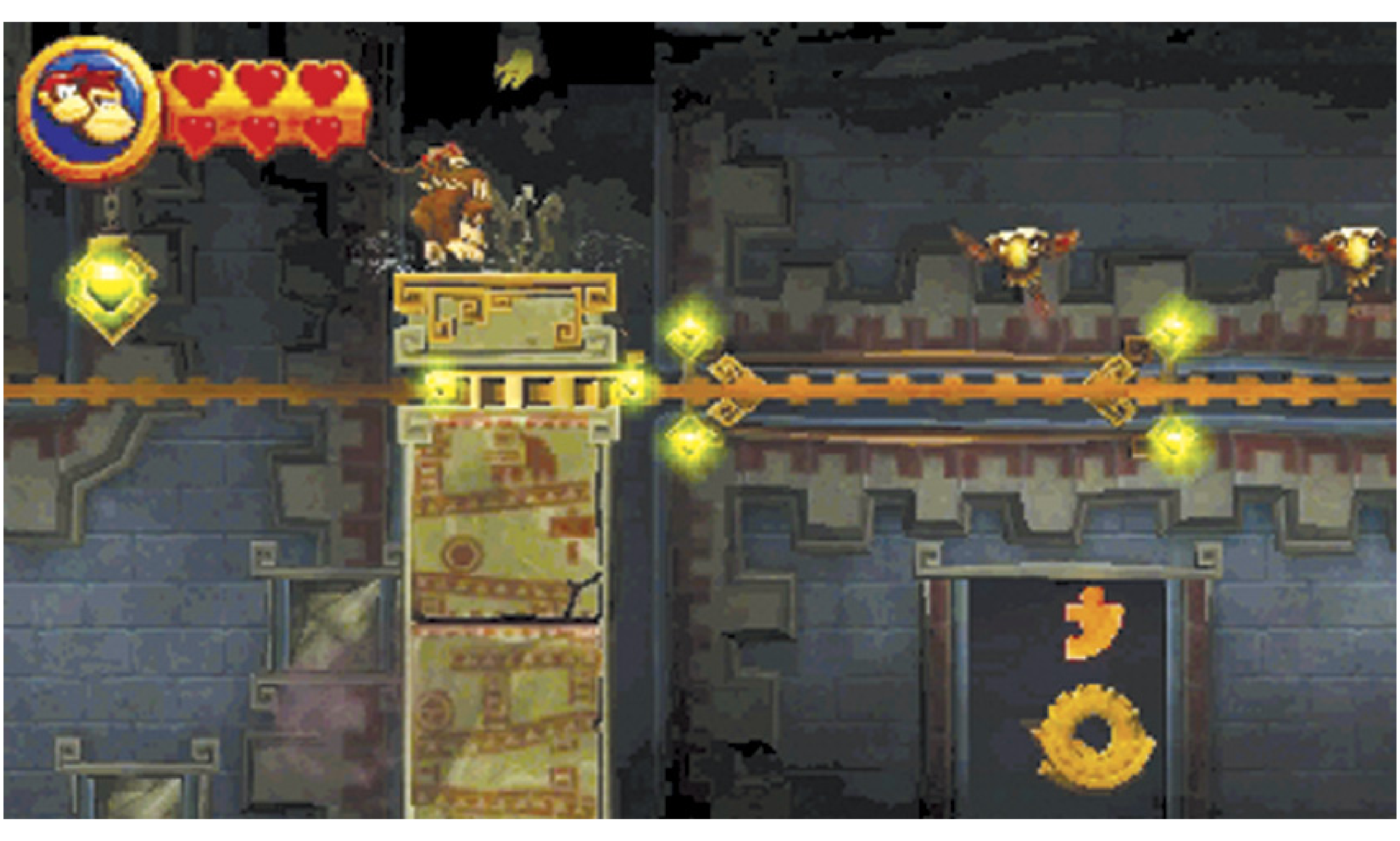
② As you approach the first Puzzle Piece, you must jump into a barrel and shoot yourself at the switch. Then quickly jump to the right and land back on the moving platform so you can get the Puzzle Piece.



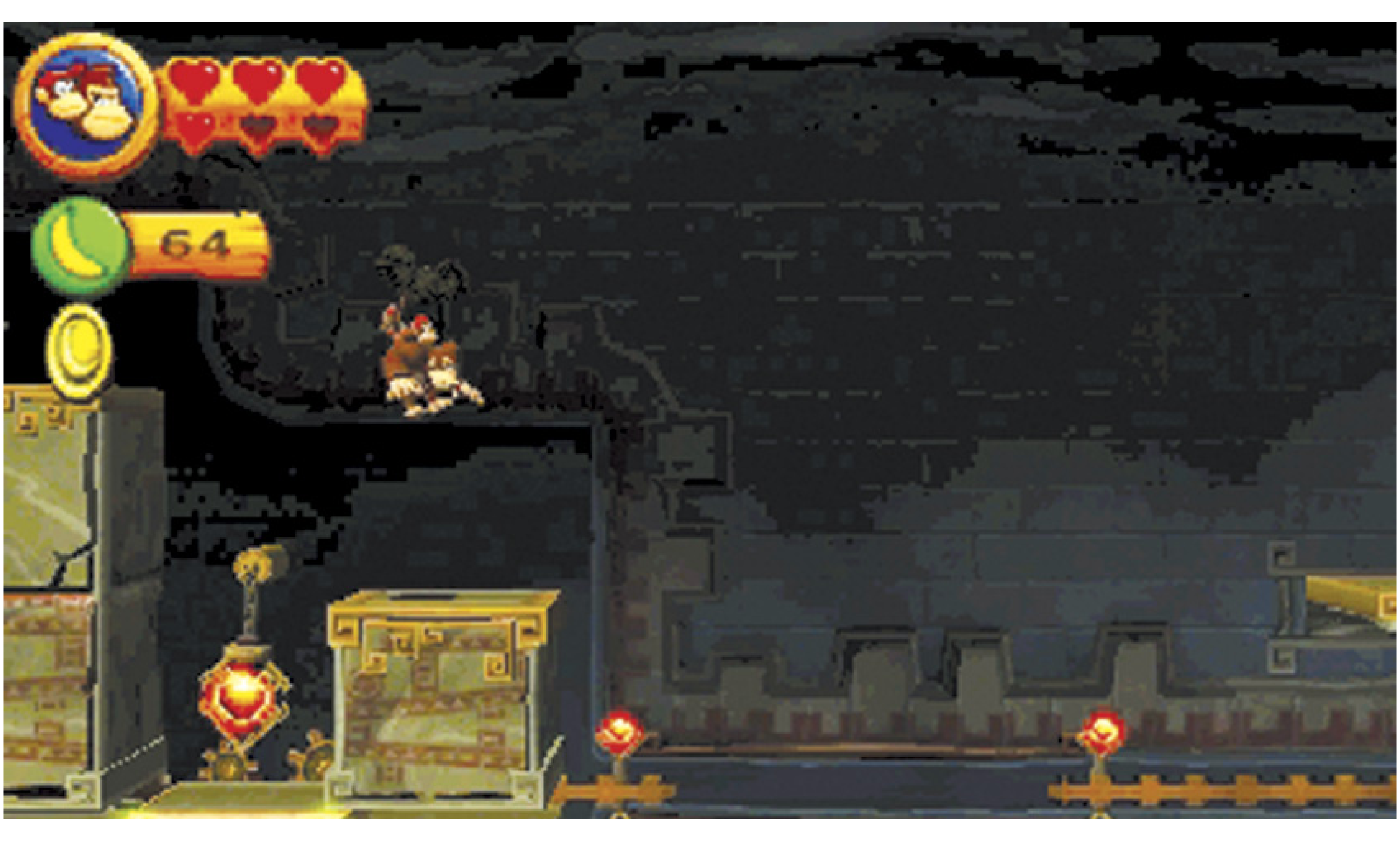
③ Near the second Puzzle Piece, you must get off the moving platform, run to the right, and jump off a bouncy ring to hit the switch and land back on the moving platform. As you move over the Puzzle Piece, drop down to get it, then jump across a couple small platforms to get back onto the moving platform.



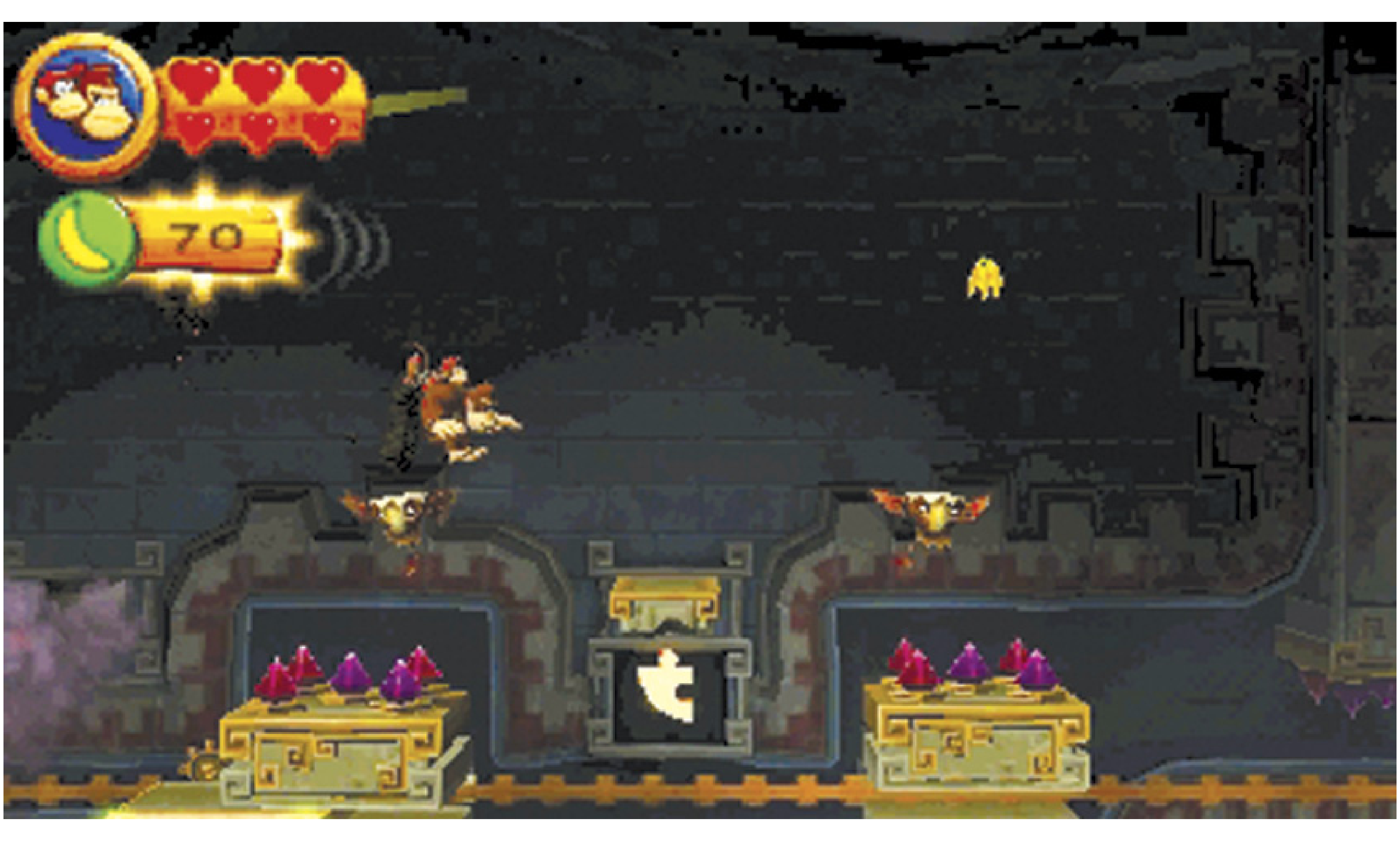
④ To get the next Puzzle Piece, you must jump onto a large block and then hover-jump across to get the Puzzle Piece. As you land on the moving platform, drop straight down to hit the switch and then quickly jump over another large block so you can then get back onto the moving platform.



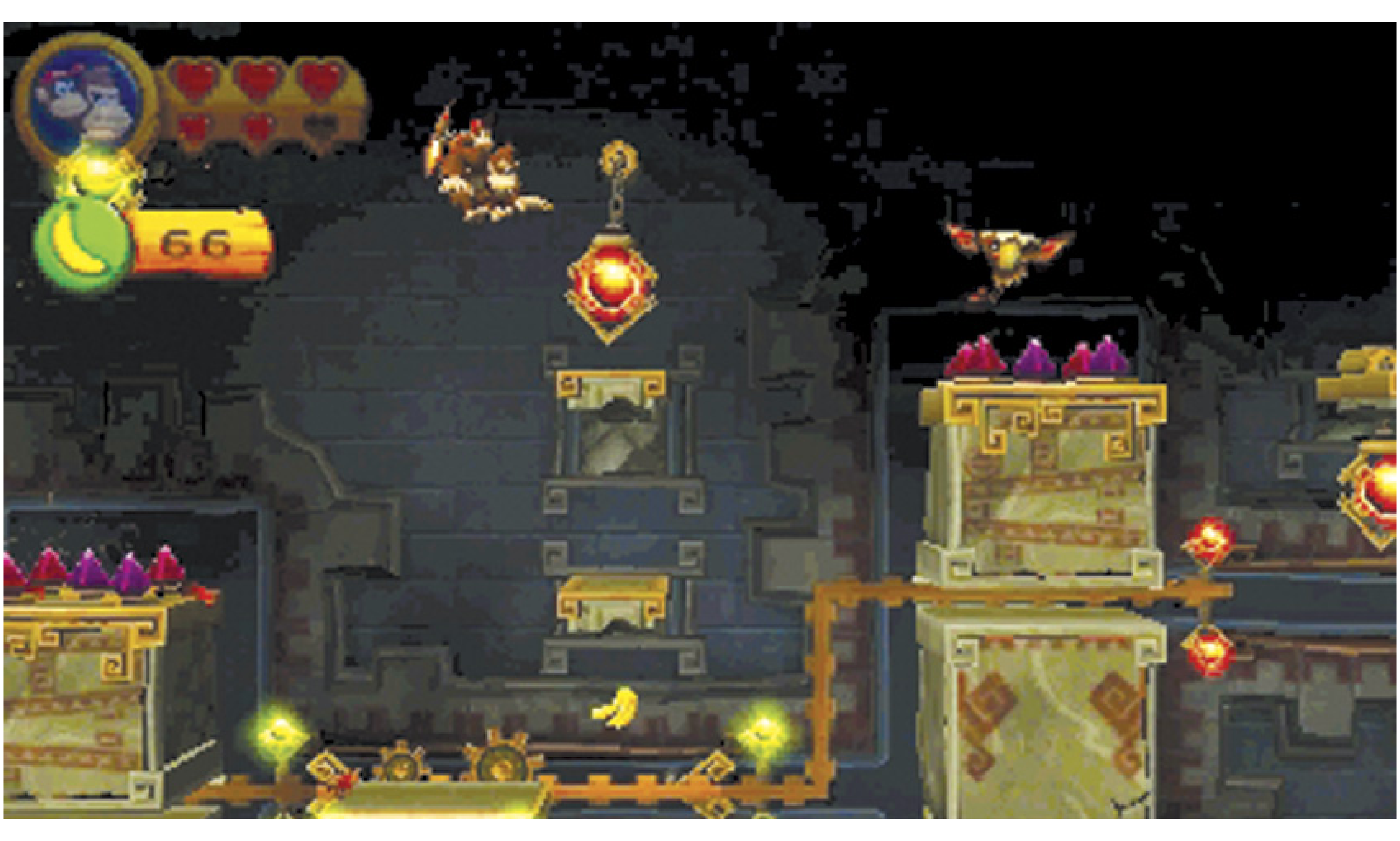
⑤ This is another tough Puzzle Piece to get. You must rush out in front of the moving platform, drop onto the Puzzle Piece, and then quickly jump off the bouncy ring to get back onto the moving platform.



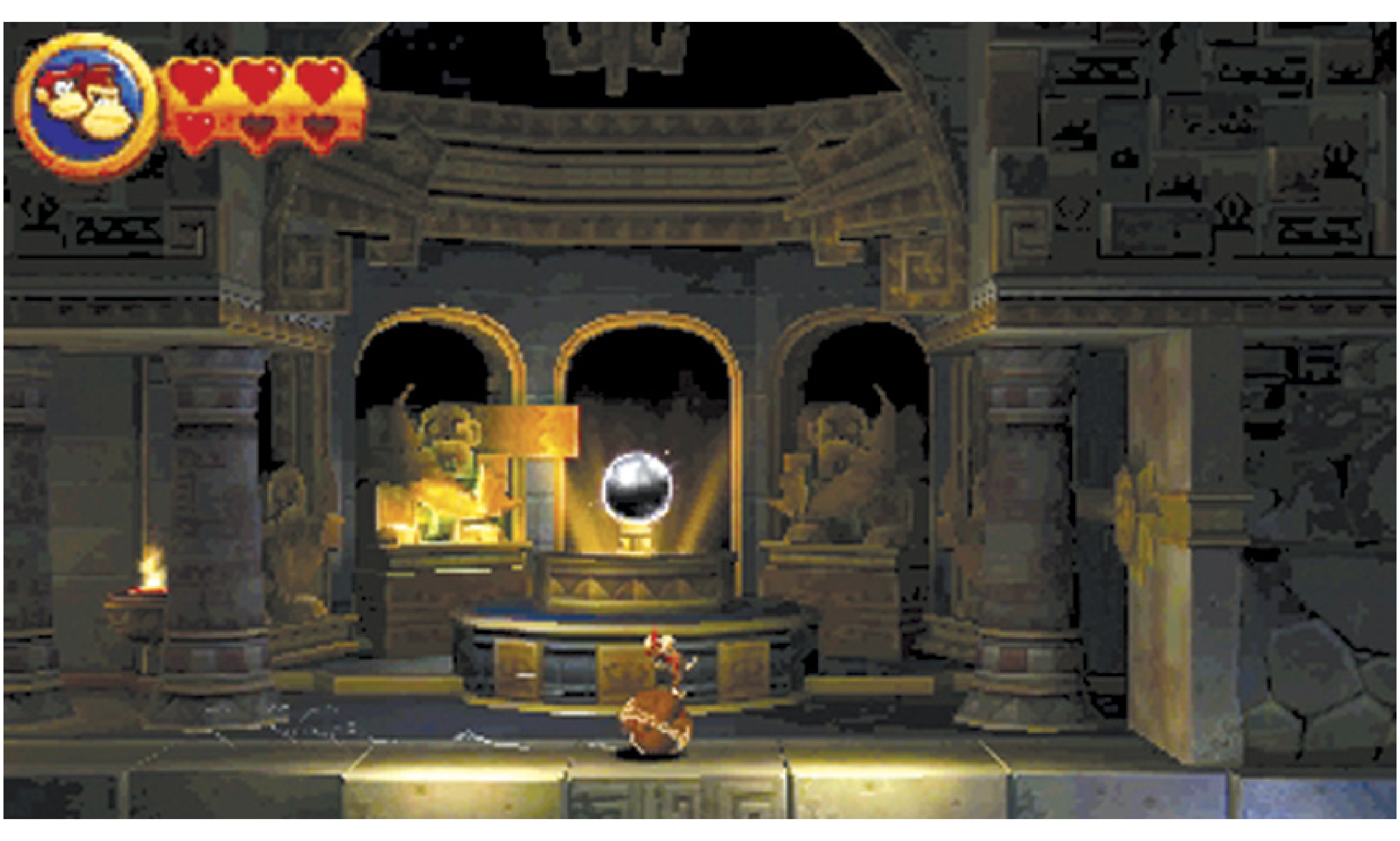
⑥ Hitting this switch takes perfect timing. You have to jump up on Tiki Buzzes, move across a large block, and drop down to hit the switch just as the moving platform is below it. Then immediately jump up and over a small block to get back onto the moving platform.



⑦ When you reach this area, you must jump over some spikes and a Tiki Buzz. Then drop straight down on the moving platform. This takes you under a small platform where you can get the Puzzle Piece. You will have to immediately jump up to get over another Tiki Buzz and some spikes.



⑧ During this part of the level, you won't touch the moving platform for a while. Instead, jump across on platforms and Tiki Buzzes to hit the switches up high while the moving platform stays low.

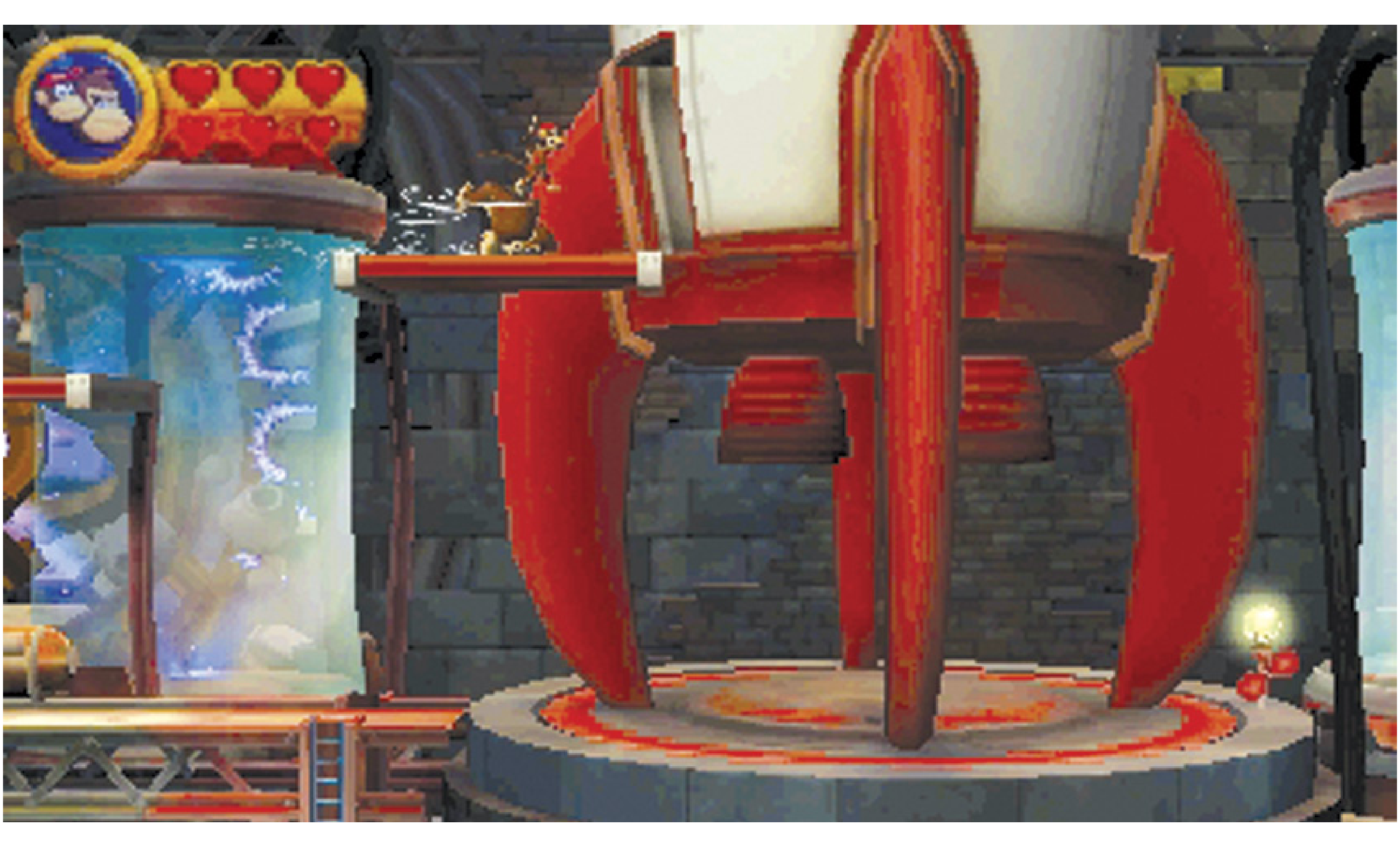


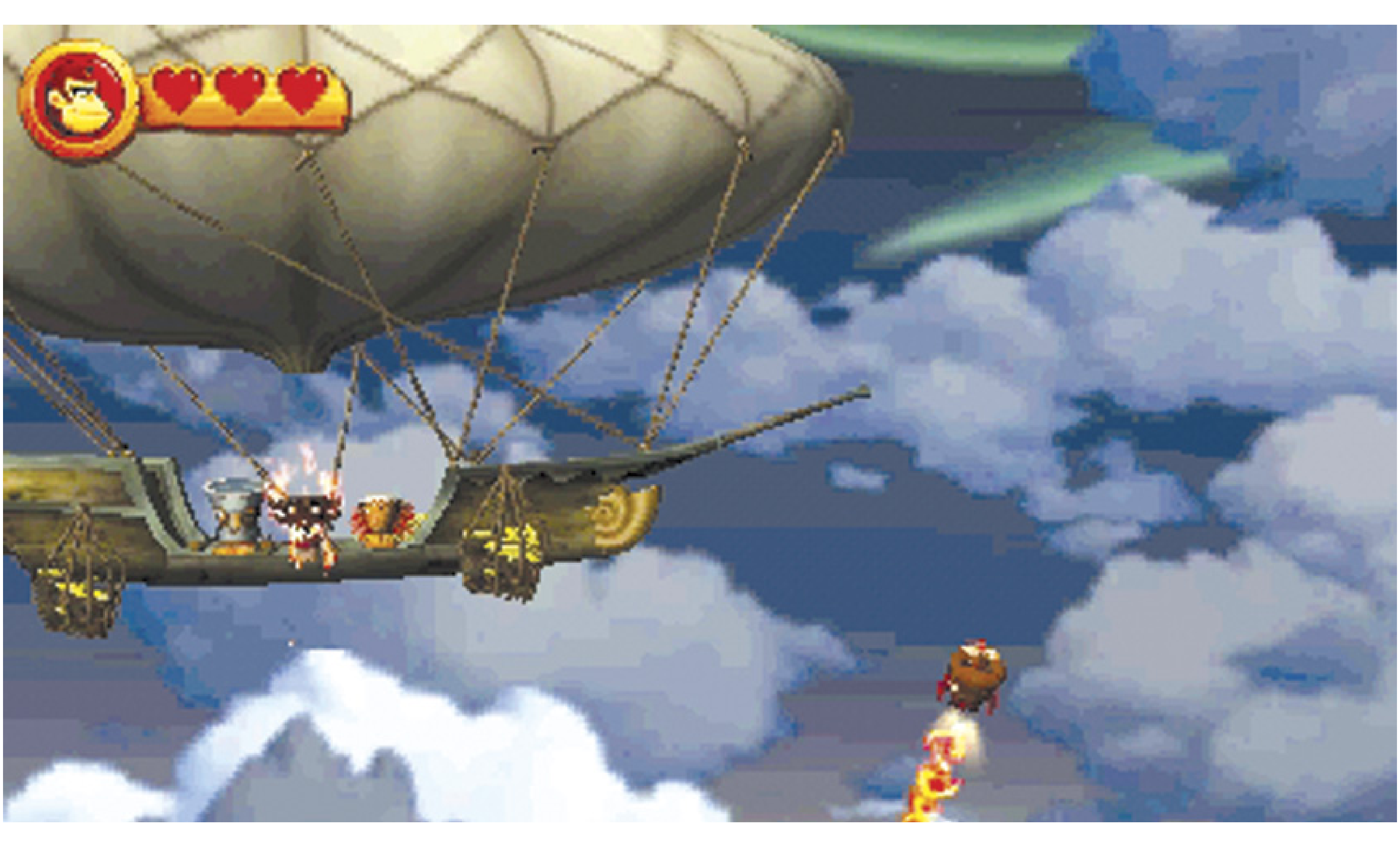
⑨ Once you reach the final chamber, get the org for your collection.

World 7

Feather Fiend

7-R

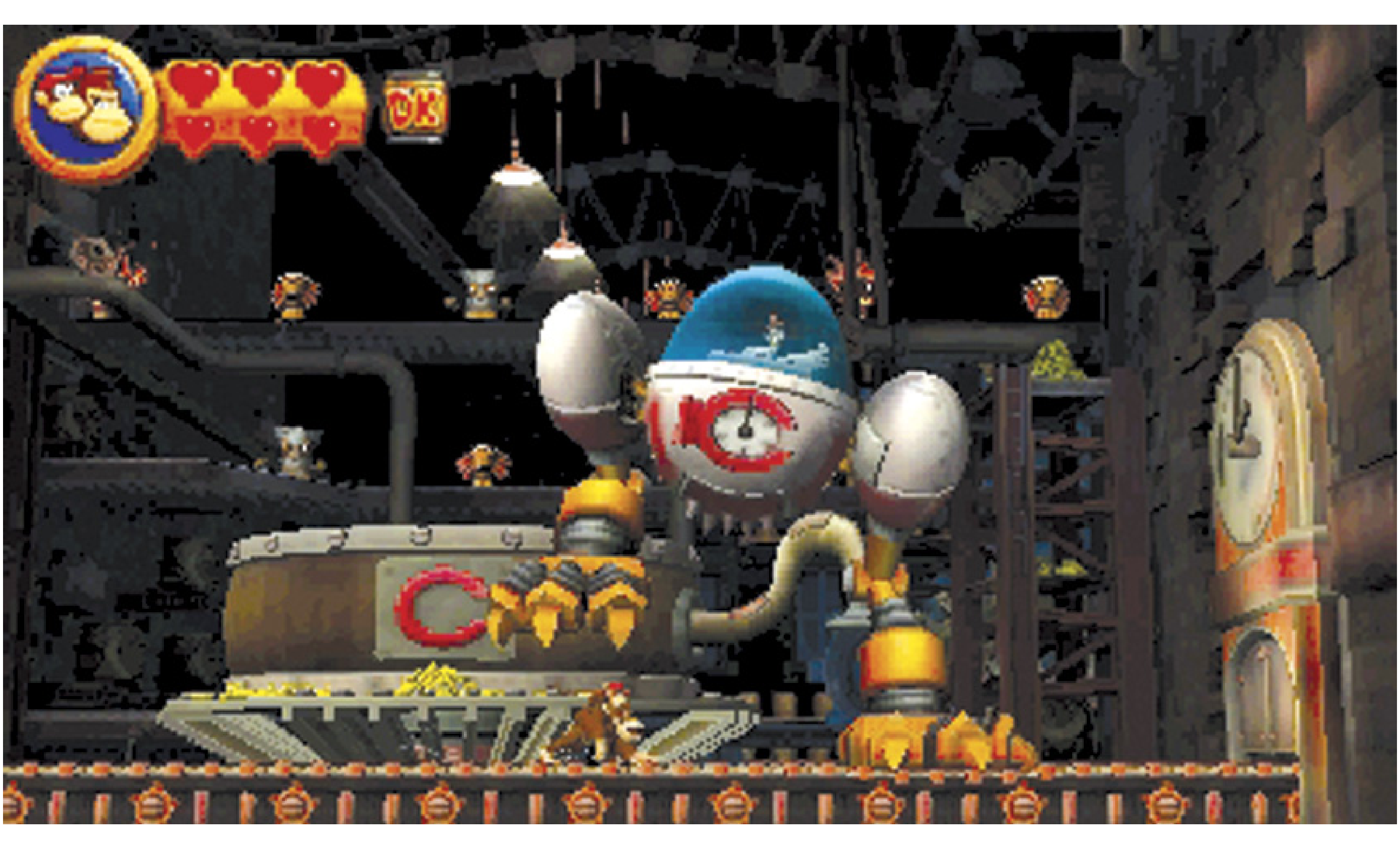




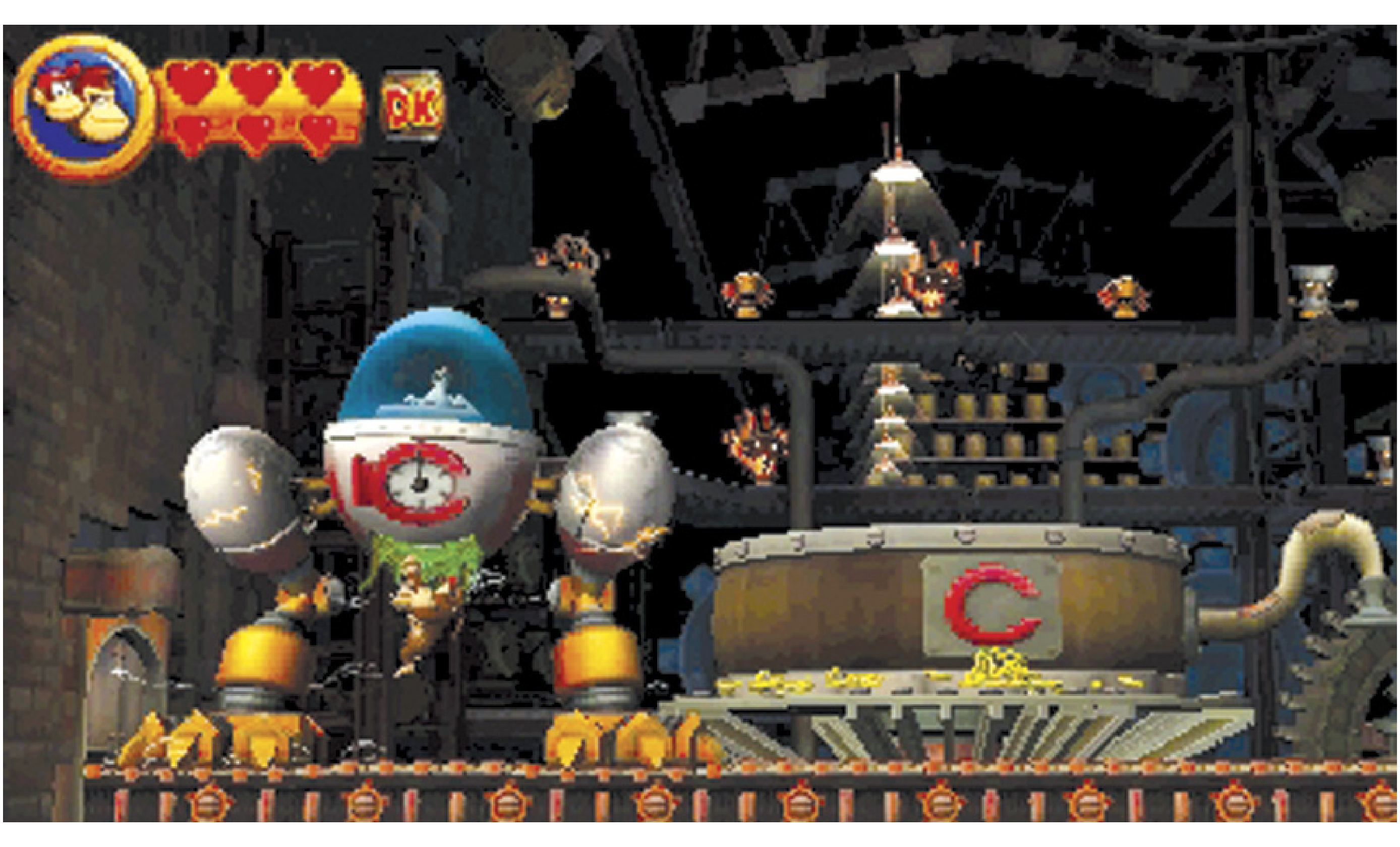
In order to get to the boss level in world 7, you need to have plugged in the three power switches . There is one each in 7-5, 7-6, and 7-7. This allows you to move to 7-R. In this mini level, jump into the rocket ship and then ride a rocket barrel up into the sky. Dodge structures as well as Tiki airships to create a path to 7-B.

7-B Feather Fiend

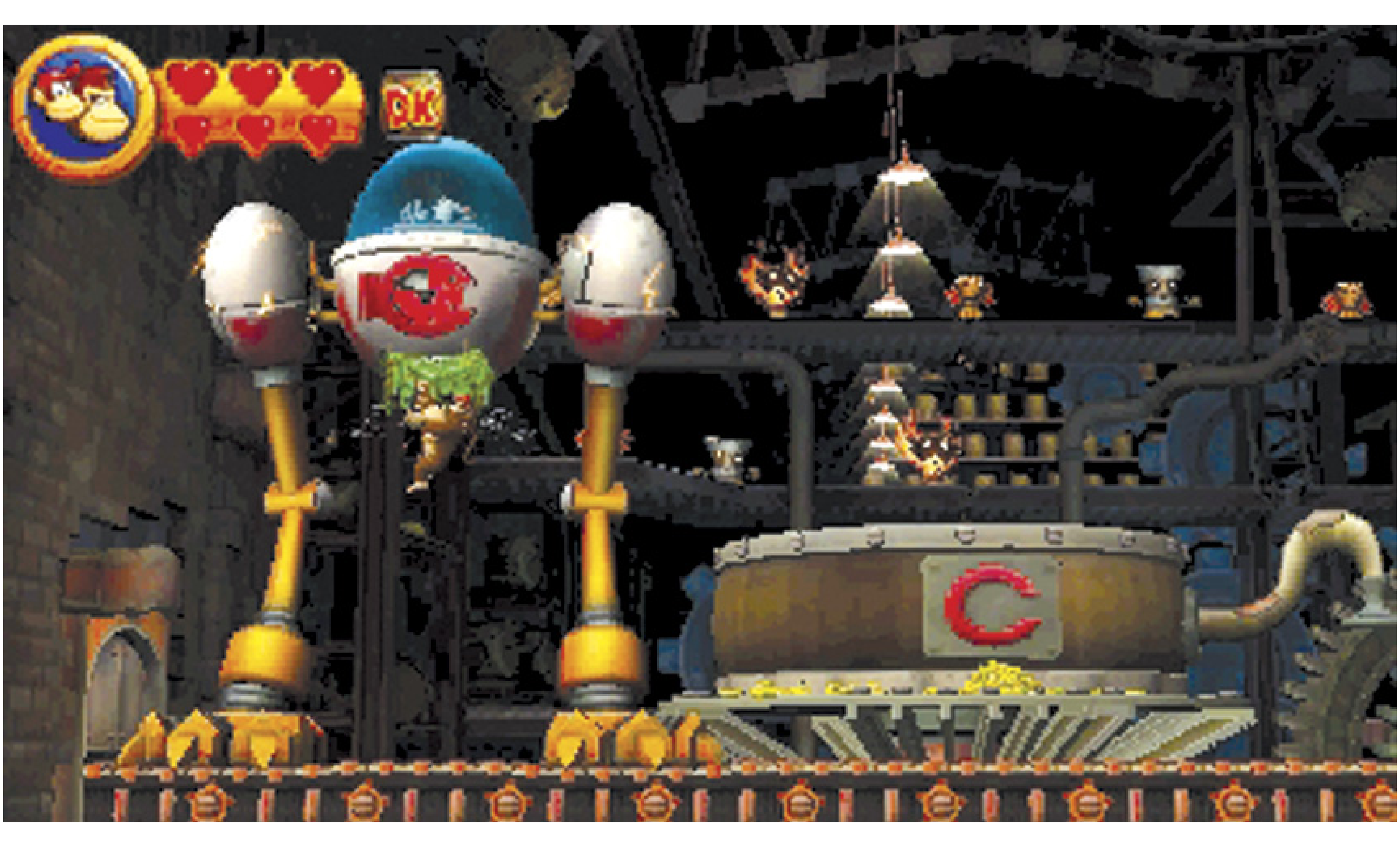
Donkey Kong and Diddy Kong have reached the end of the factory and have encountered Colonel Pluck, who is operating the Stompybot 3000. A Tiki decides to take control of Colonel Pluck and tries to smash you.



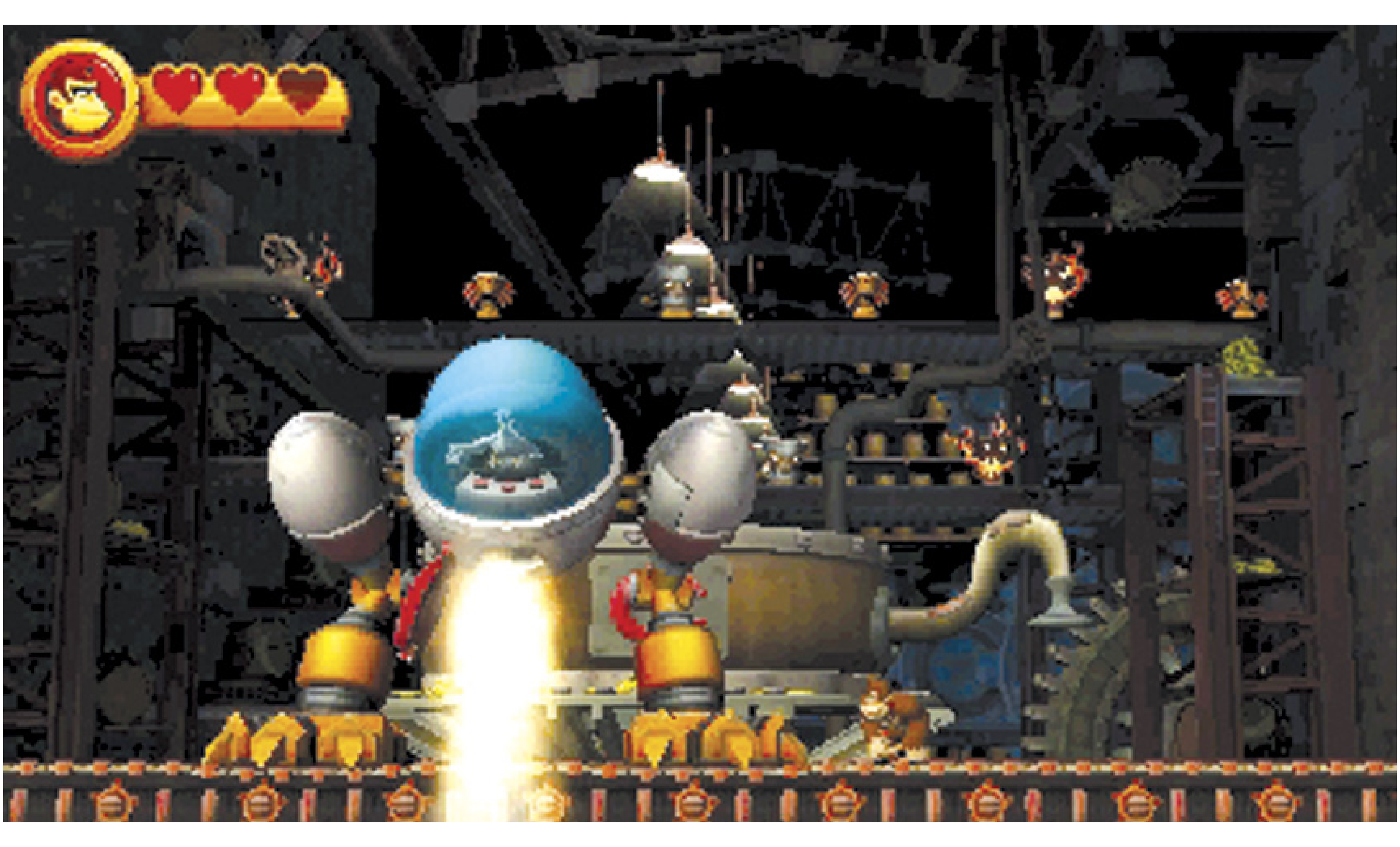
The Stompybot 3000 has only one vulnerability and it is not always accessible. For the first part of the battle, just stay out of the way. You can't jump over the tall Stompybot 3000, so move under its feet as it walks.



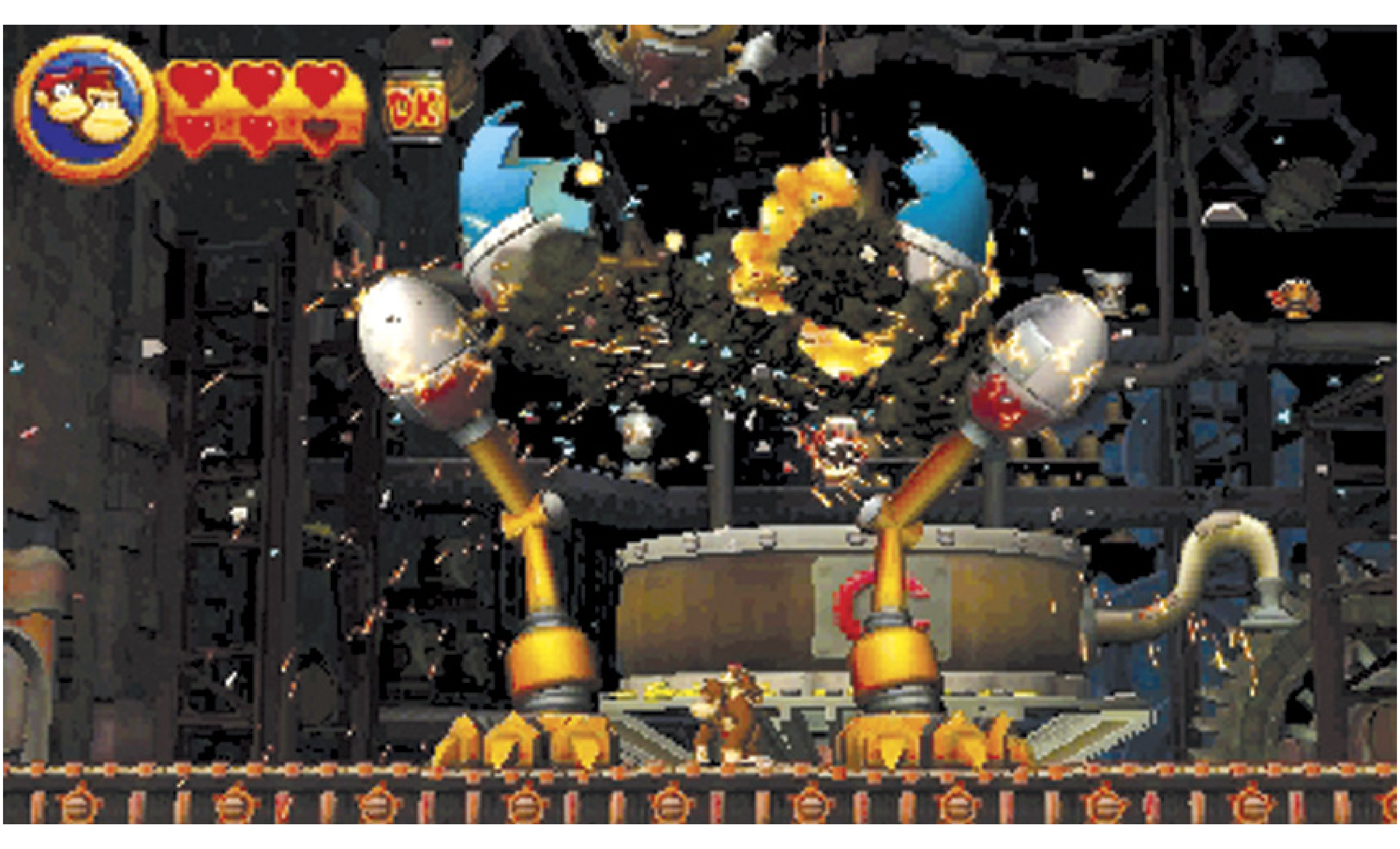
When the bottom panel with the spikes rotates and reveals green chains, get in between the robot's legs and jump up to grab on to the chains.



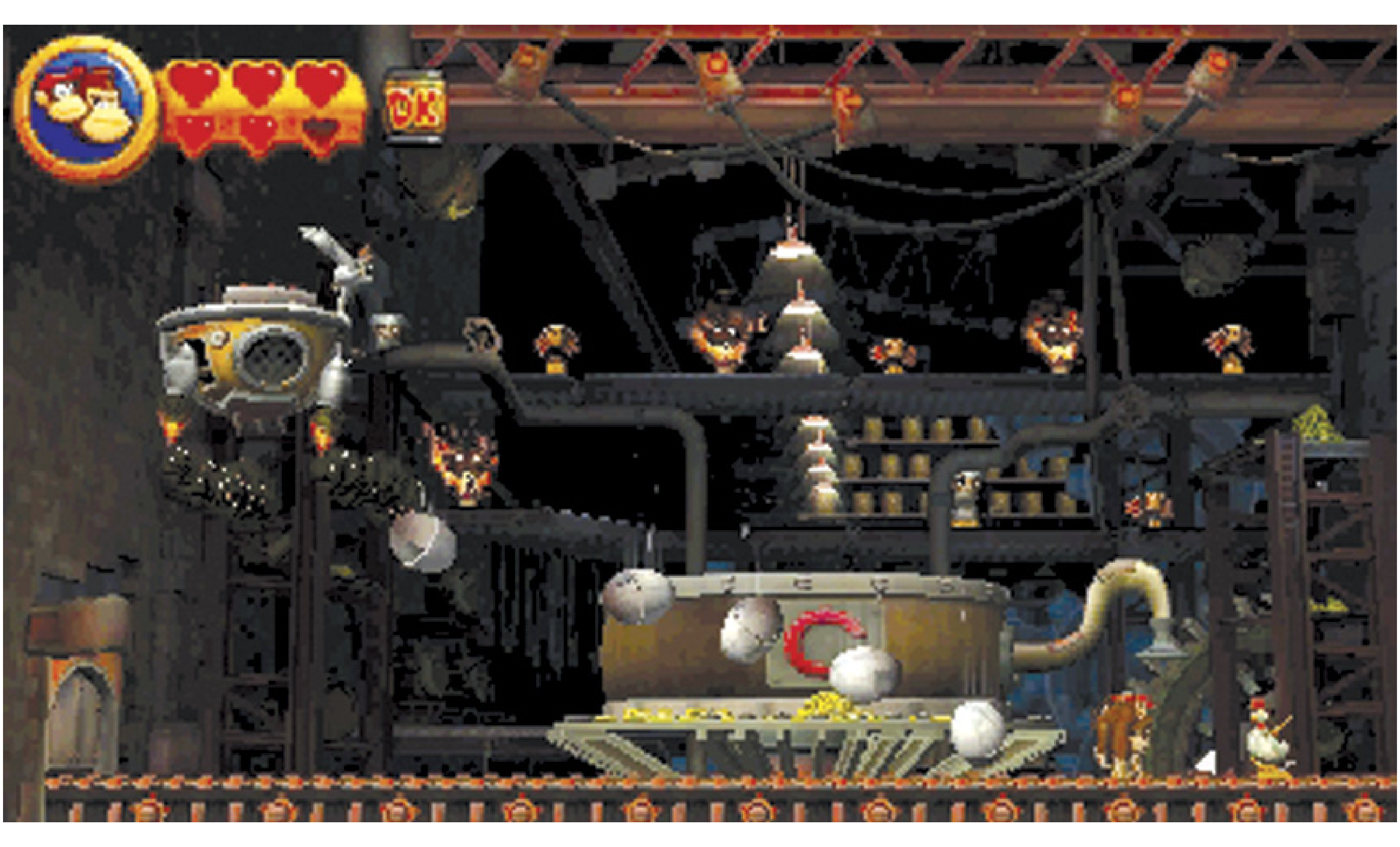
While holding on, pound on the chains to damage the Stompybot 3000. As the panel rotates again to reveal the spikes, move out of the way.



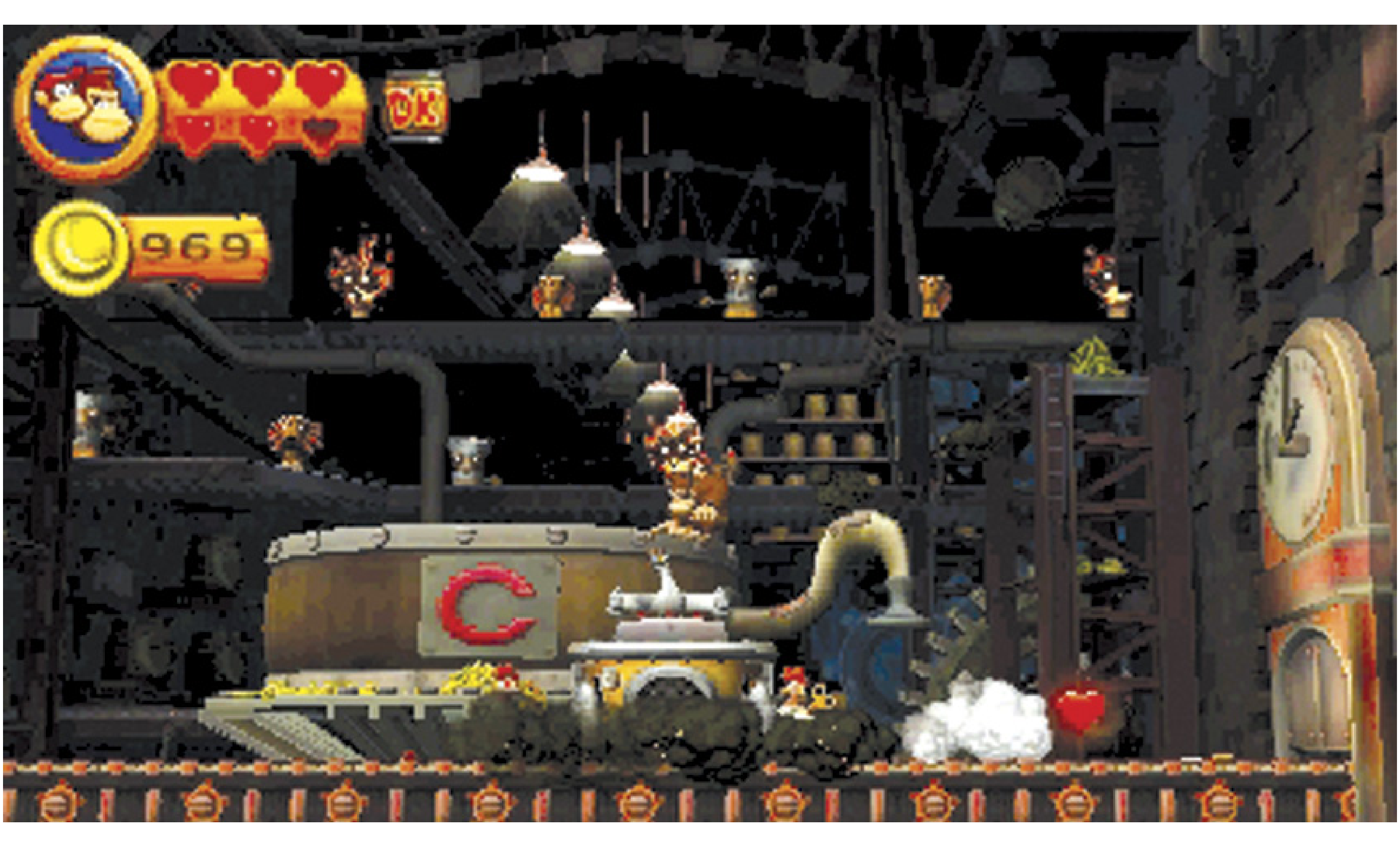
The Stompybot 3000 will try to roast you with its flame jet if you fail to inflict damage on it when it is vulnerable. So if you can't get onto the green chains to pound it, quickly get away before the flames come at you.



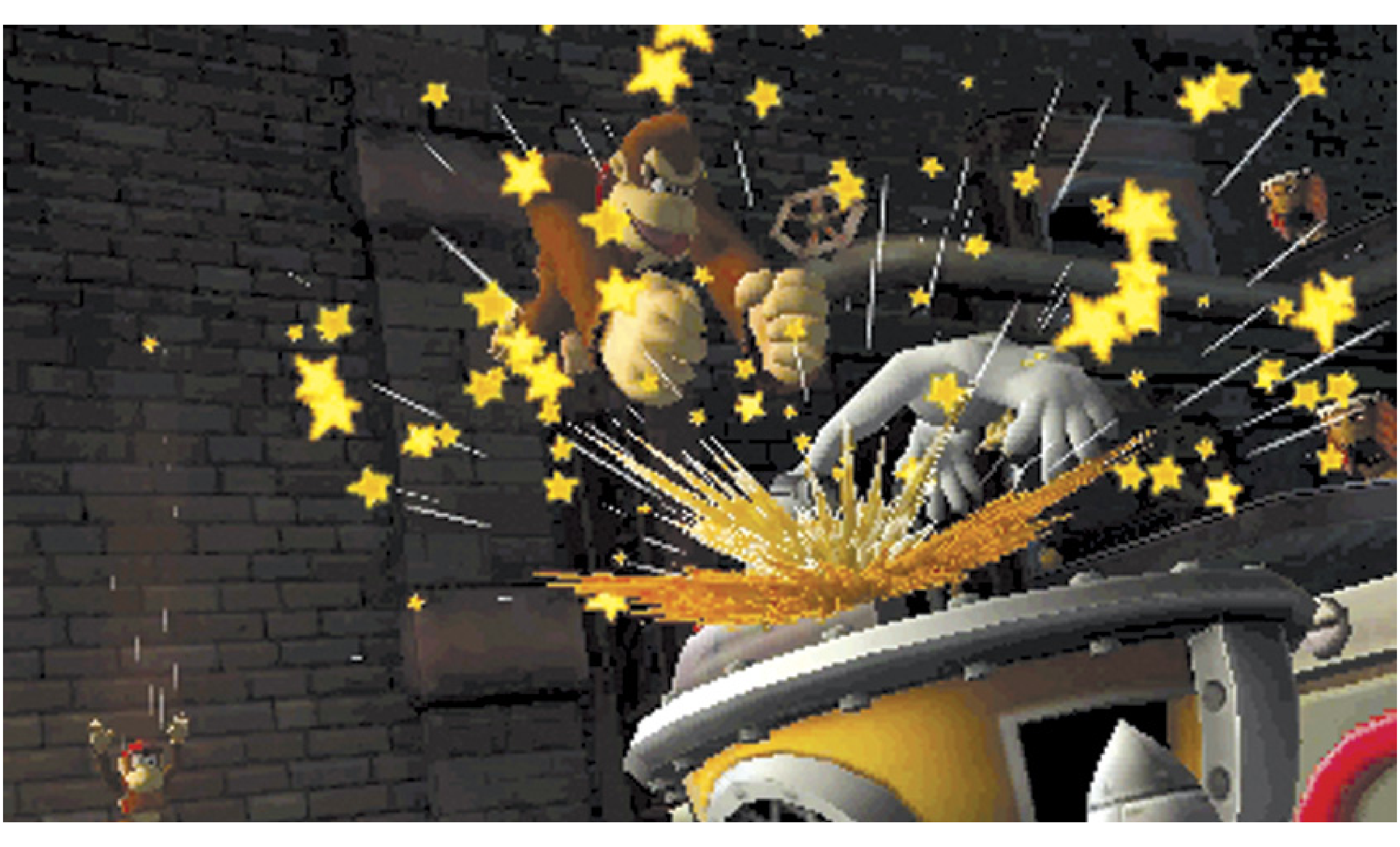
Damage the Stompybot 3000 three times and you will break off its legs and end the first round. However, there is still one more round in this battle.



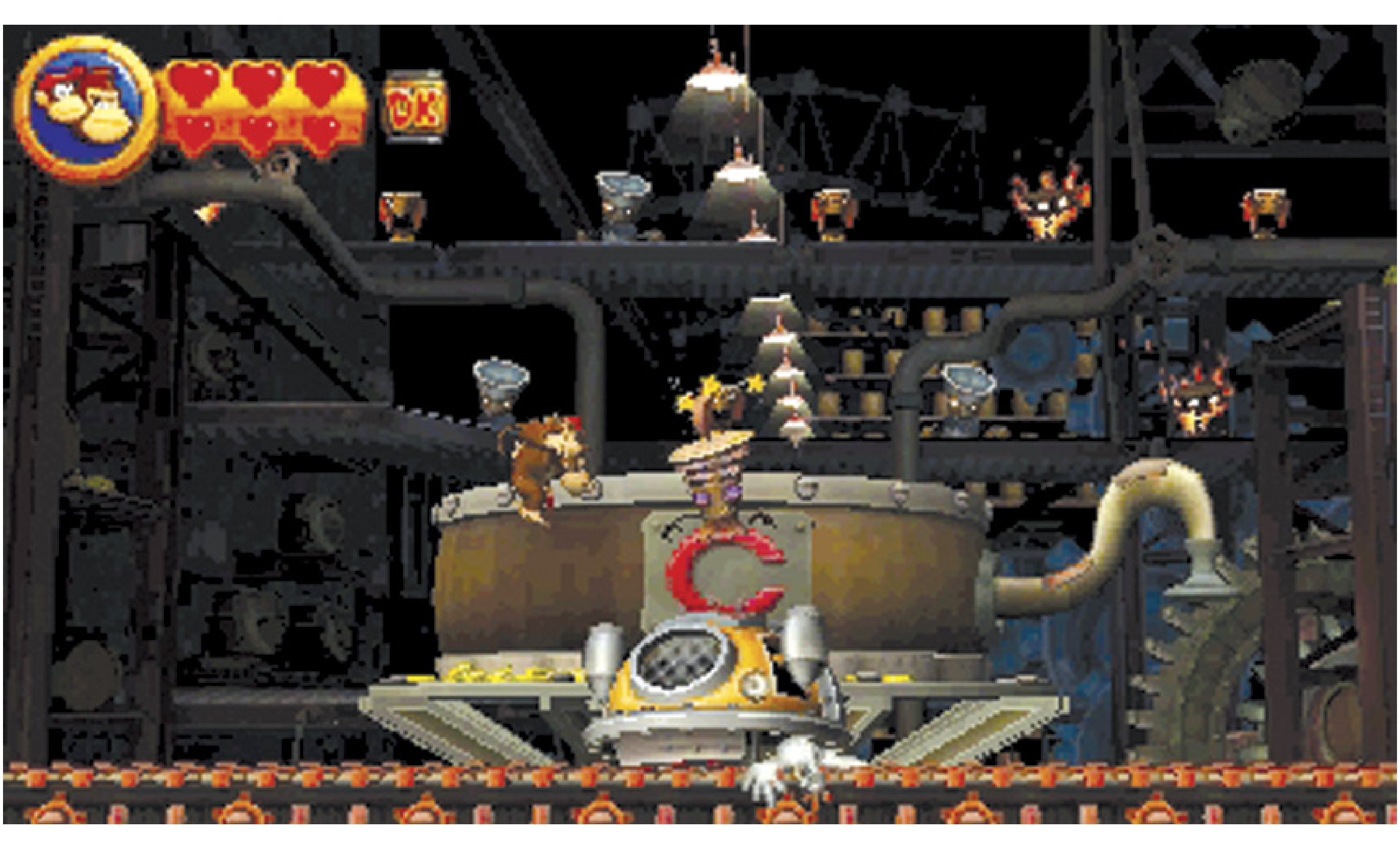
Colonel Pluck will now fly around trying to drop eggs on you. If they hit you, you will lose a heart. The eggs crack open to release BuckBots. Jump on their heads to clear the area.



While you are dealing with the BuckBots, Colonel Pluck will try to smash you. Jump out of the way and then jump on top of him to cause some damage.



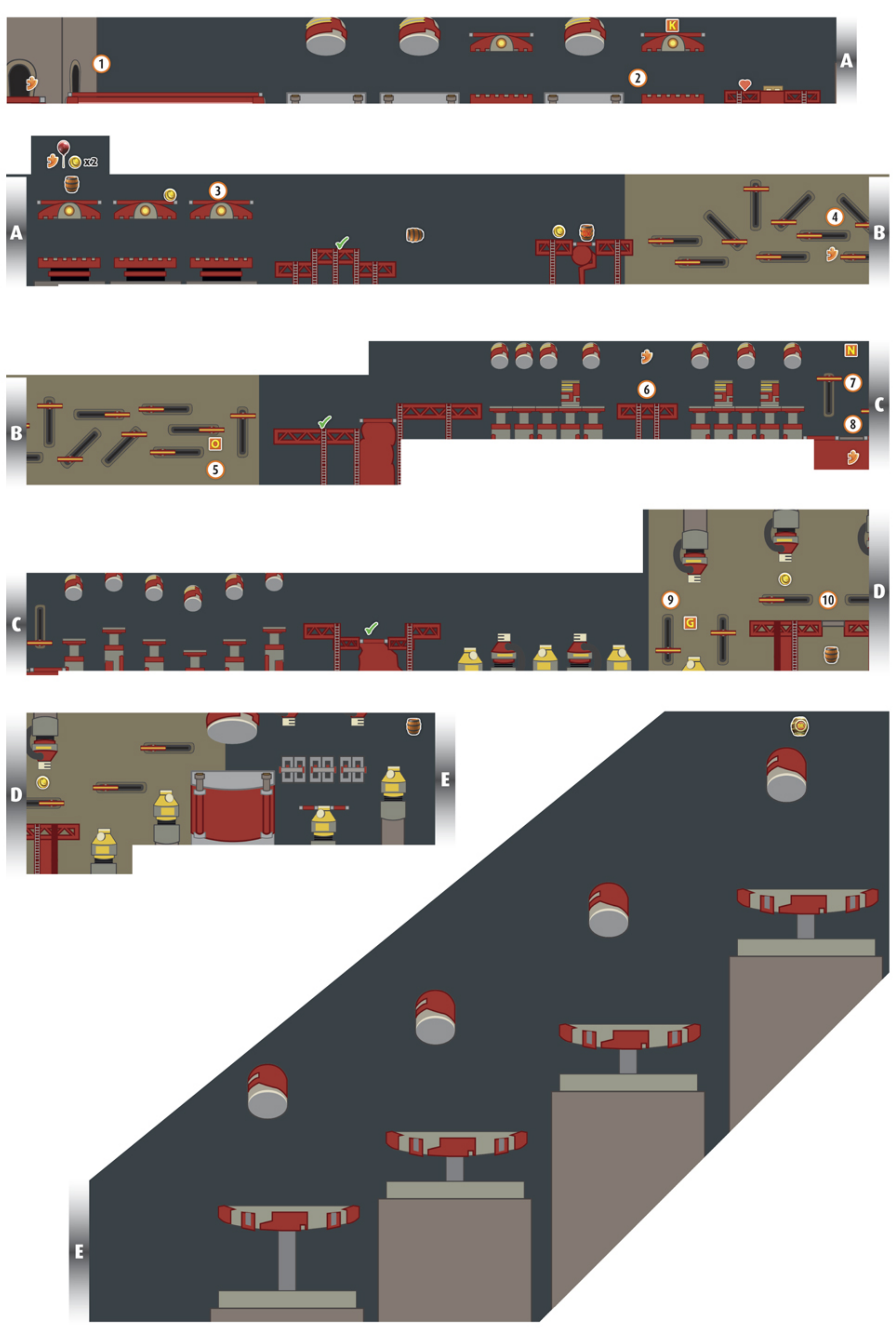
Get in three hits on Colonel Pluck and he will be down for the count.

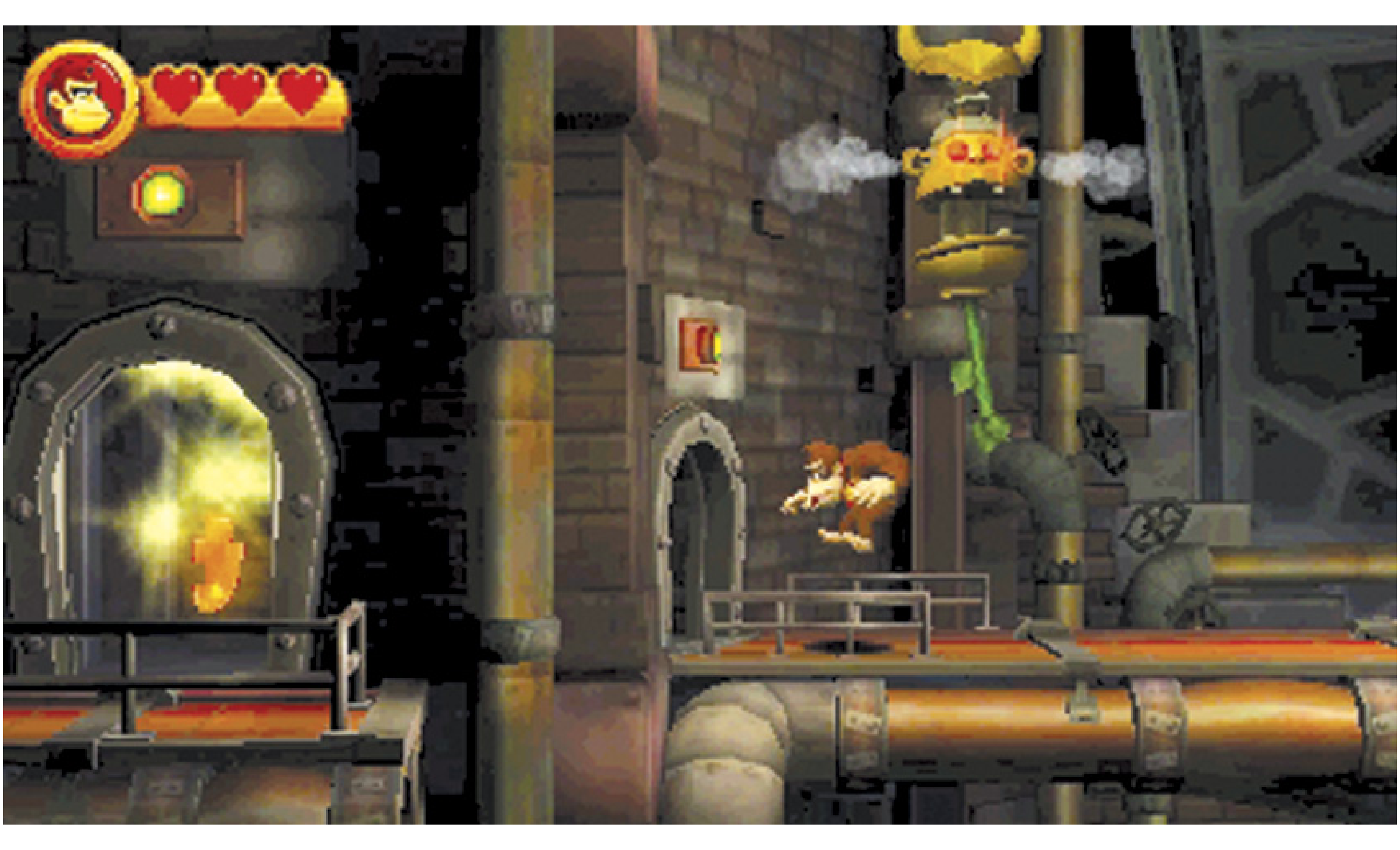


As the Tiki reappears, run up and hit it to finish the battle and unlock the next world as well.

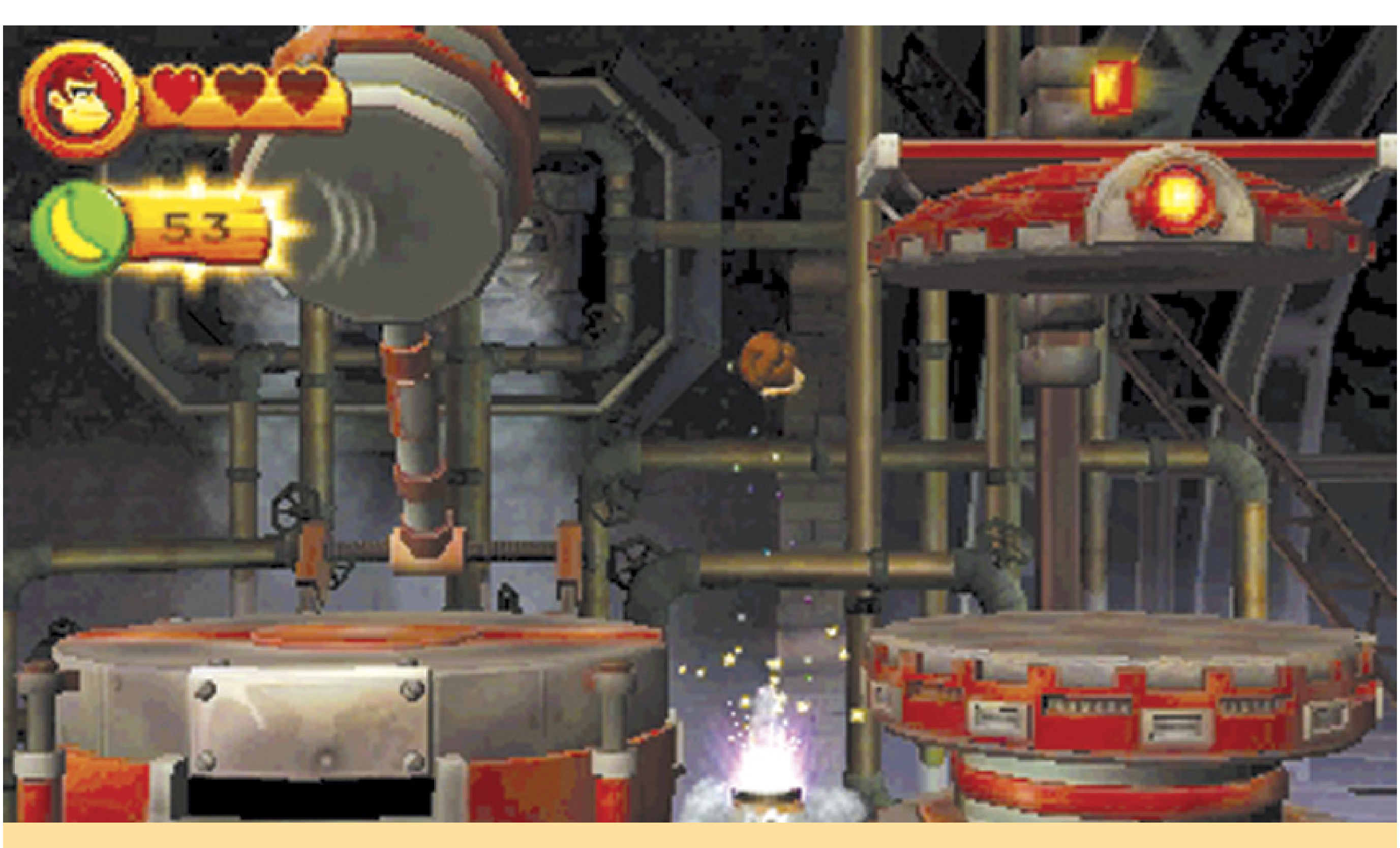
World 7

Music Madness

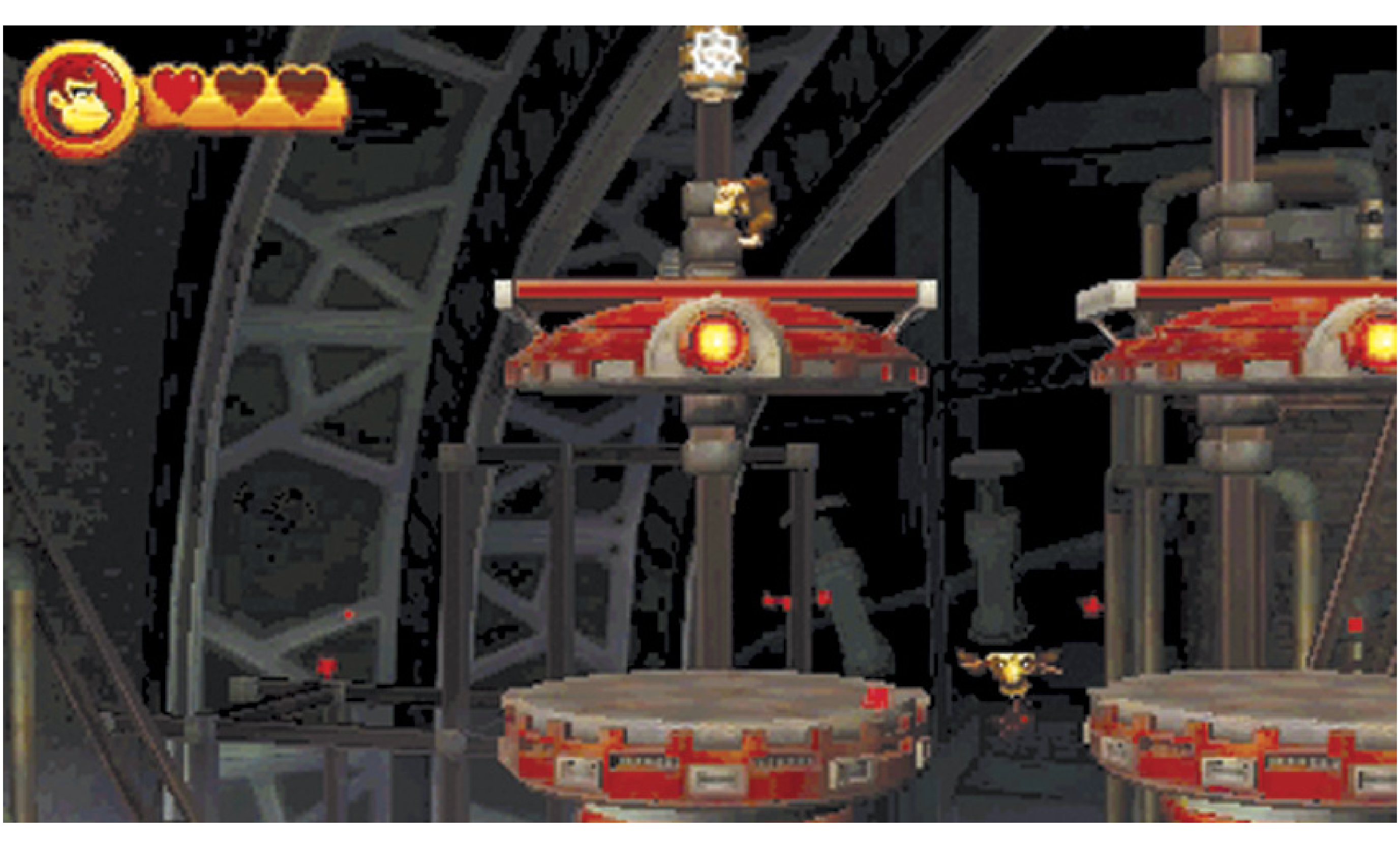




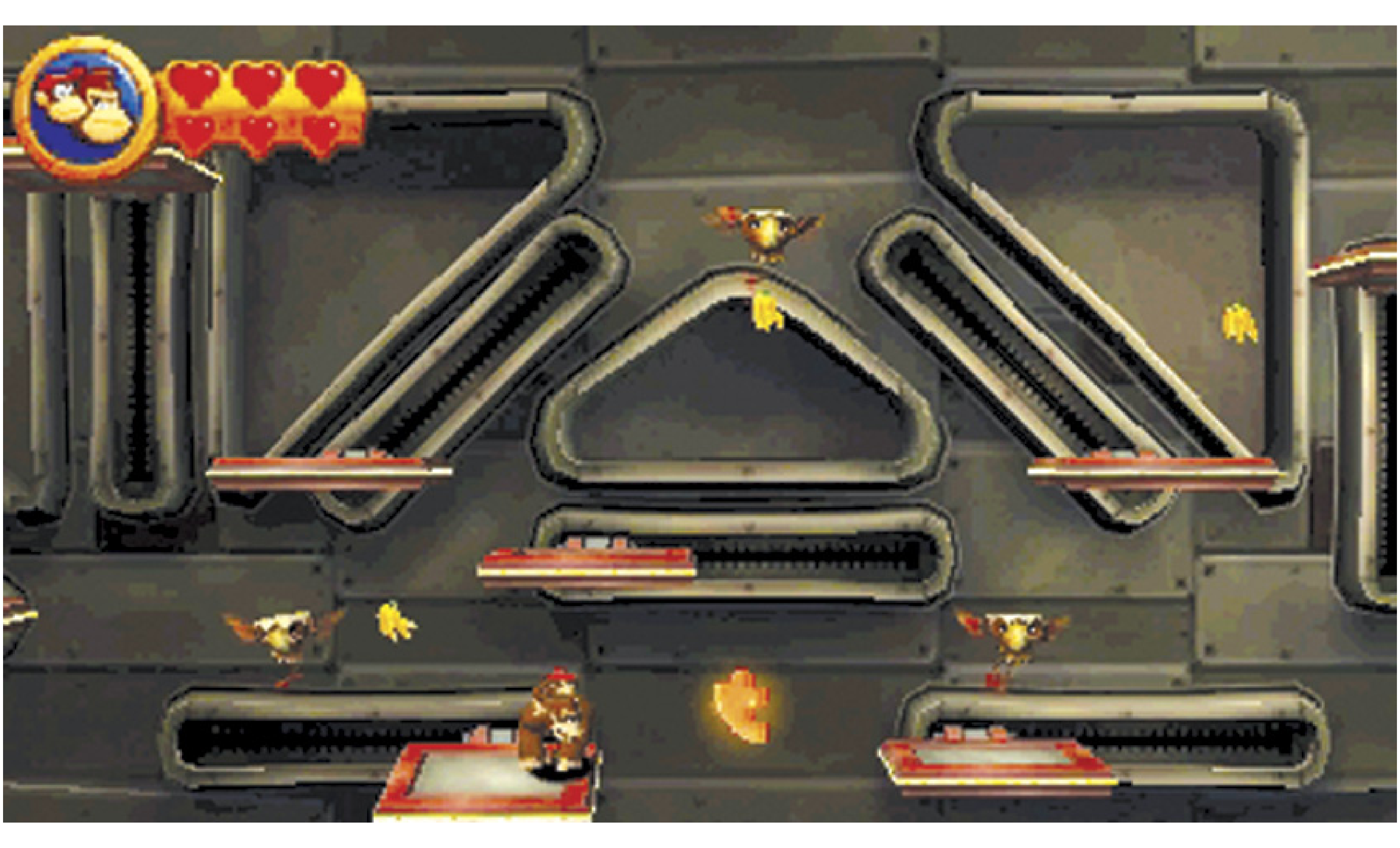
① When you begin this level, move left and jump up to pull on the vine. This will open a door. Enter the room to get the first Puzzle Piece.



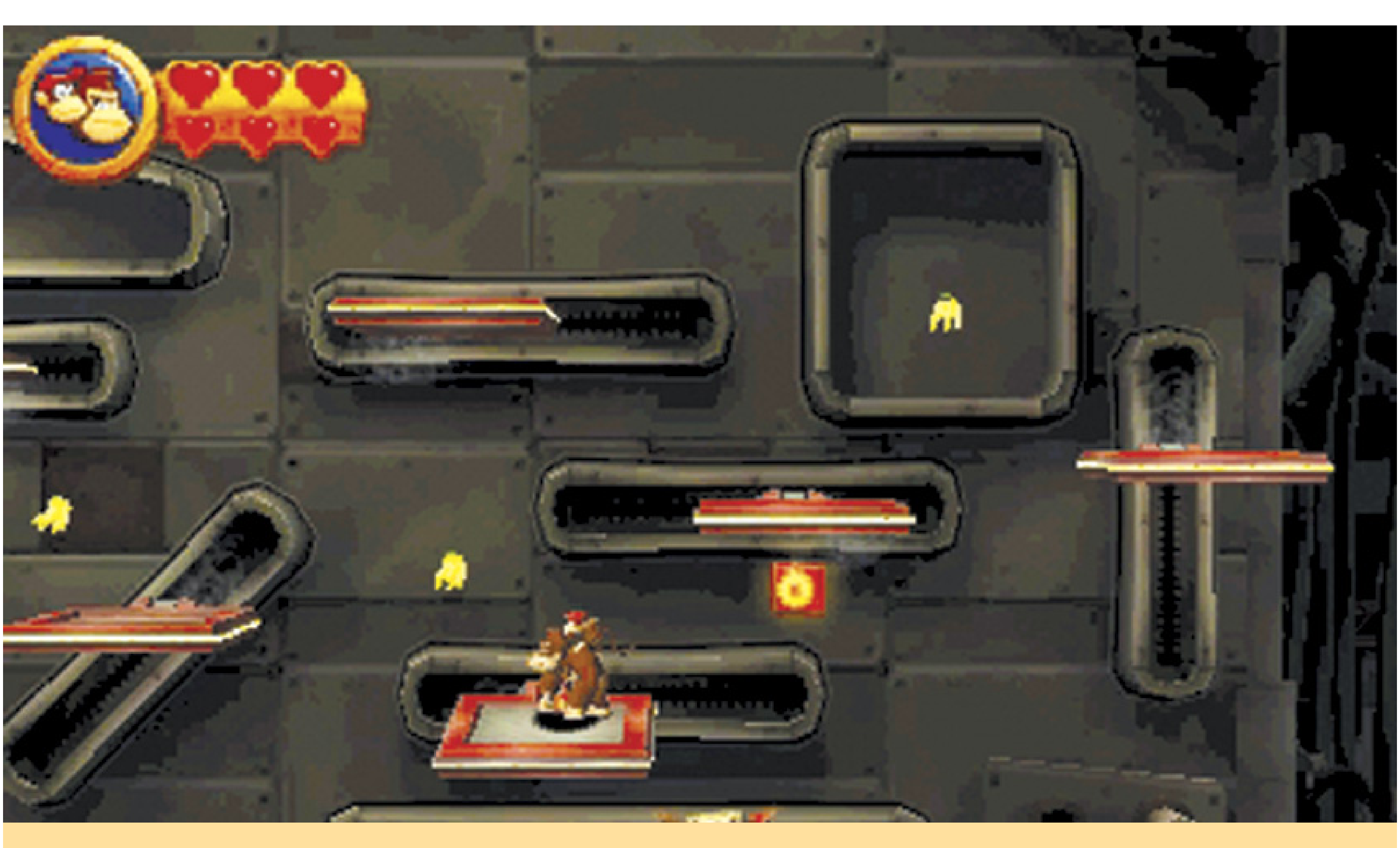
② K As you approach the K block, look for a bunch of bananas hovering between two drums. Drop down below the bananas to land in a barrel. As it shoots you up, move to the right to land on top of the drum and get the K block.



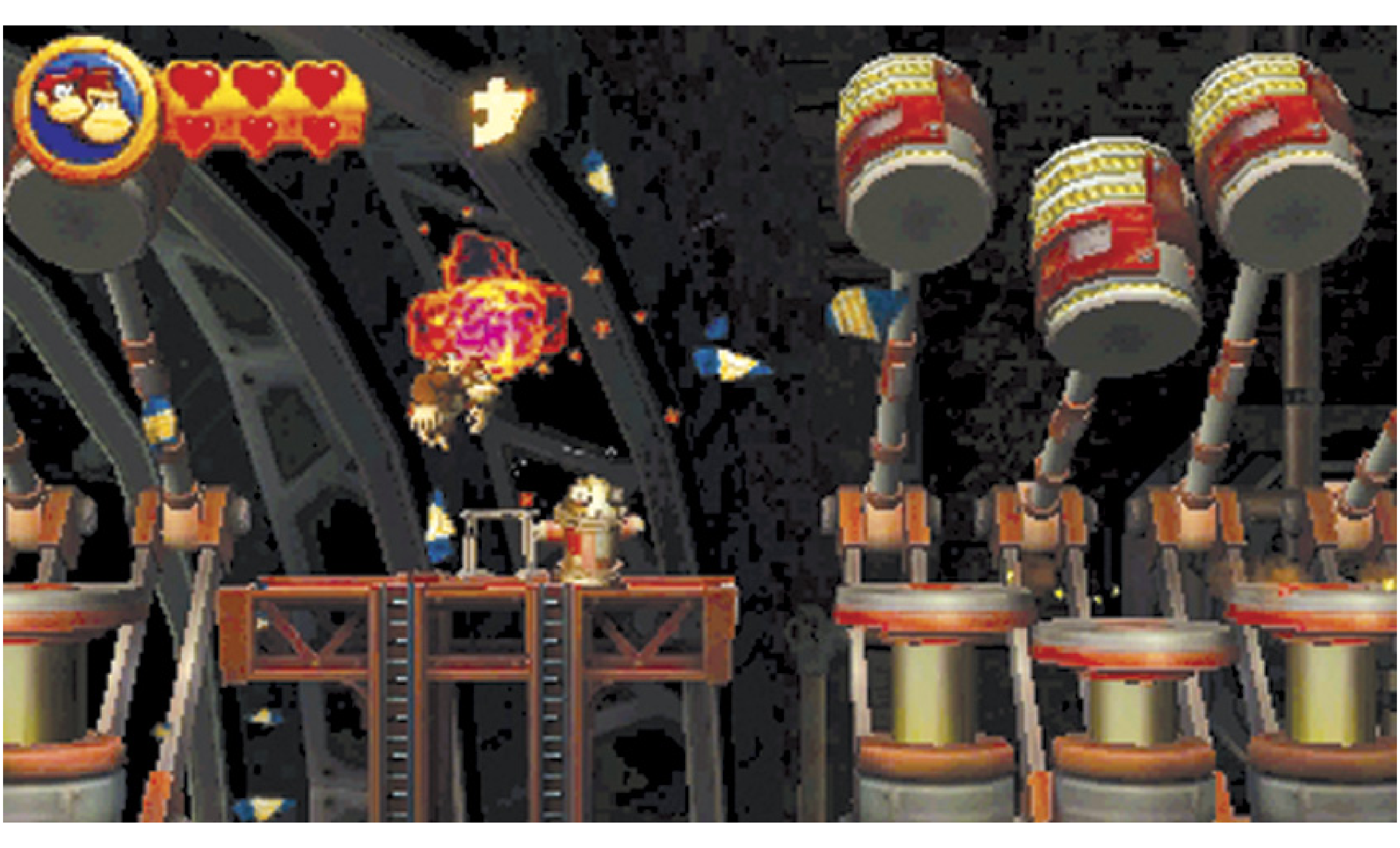
③ Continue to the first checkpoint. Once there, jump up and left to get on top of another drum. Make your way left across a couple more drums to reach a barrel. Jump in and shoot to a bonus area. Clear out the balloon, coins, and bananas so you can leave with a Puzzle Piece.



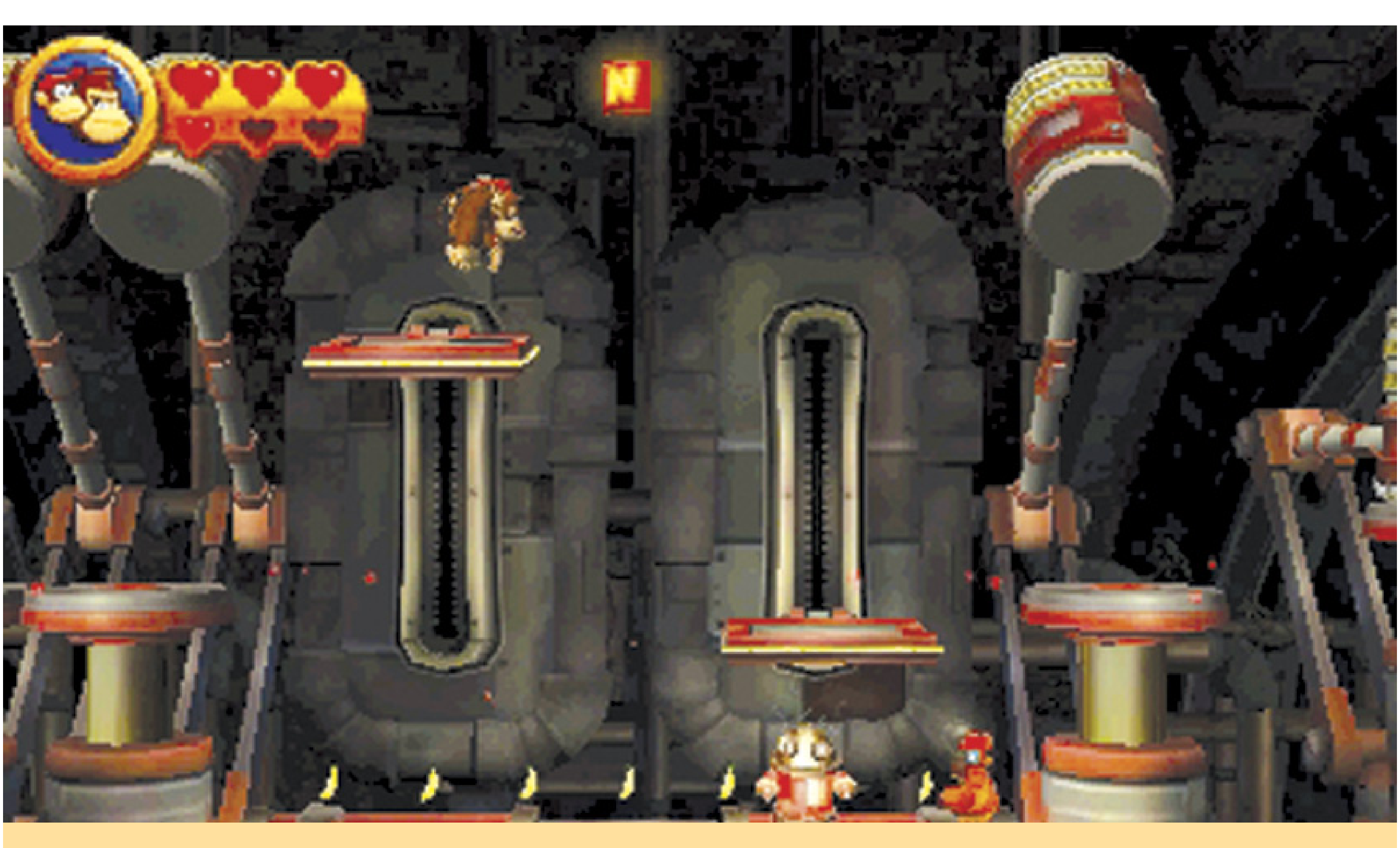
④ This part of the level features several moving platforms. Get down to the lowest level to find the Puzzle Piece. You must roll to get it and then jump in midair so you can land on another platform and not fall.



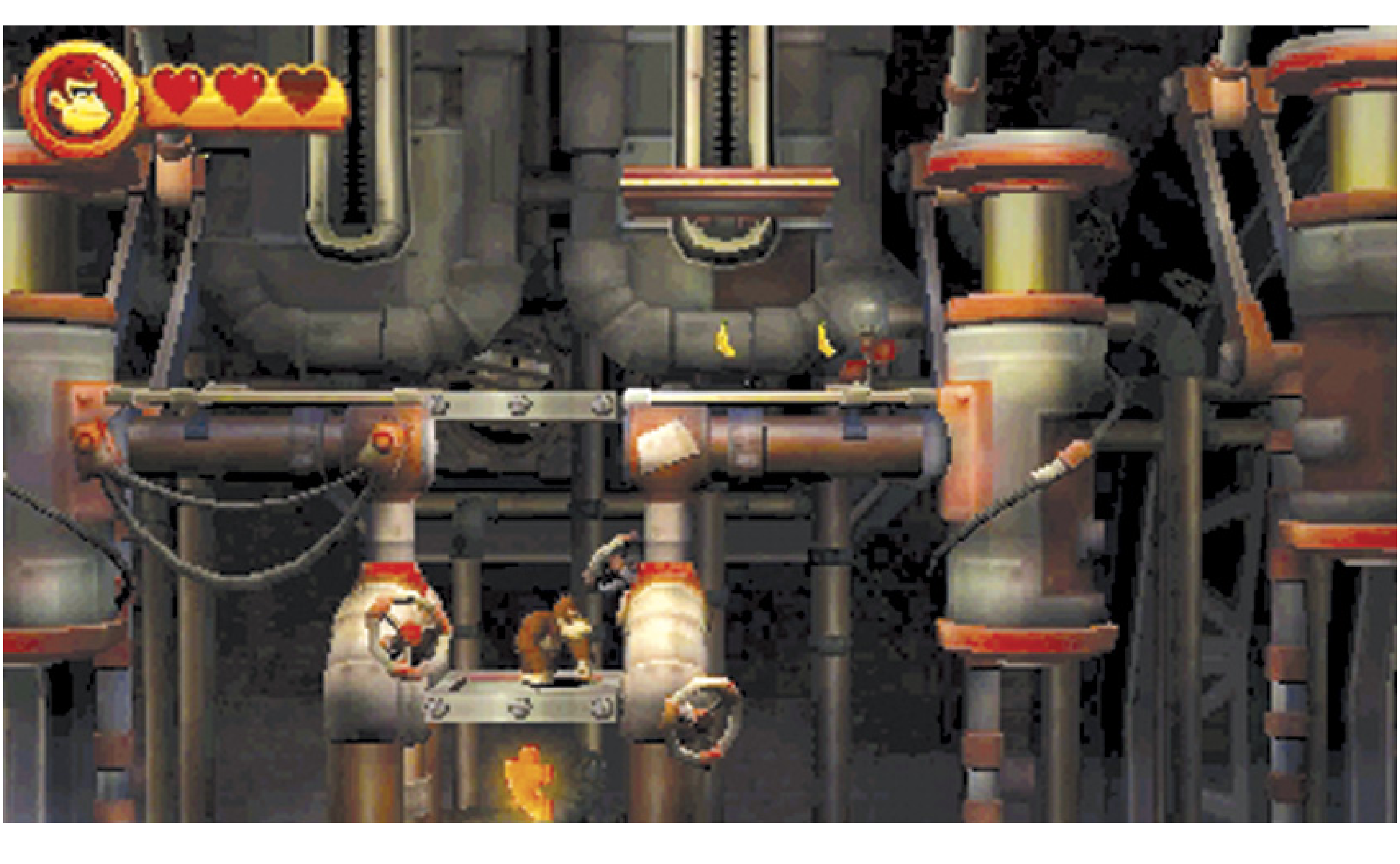
⑤ O Keep going right, along these moving platforms. Stay low and you can ride one right into the O KONG letter. Add it to your collection.



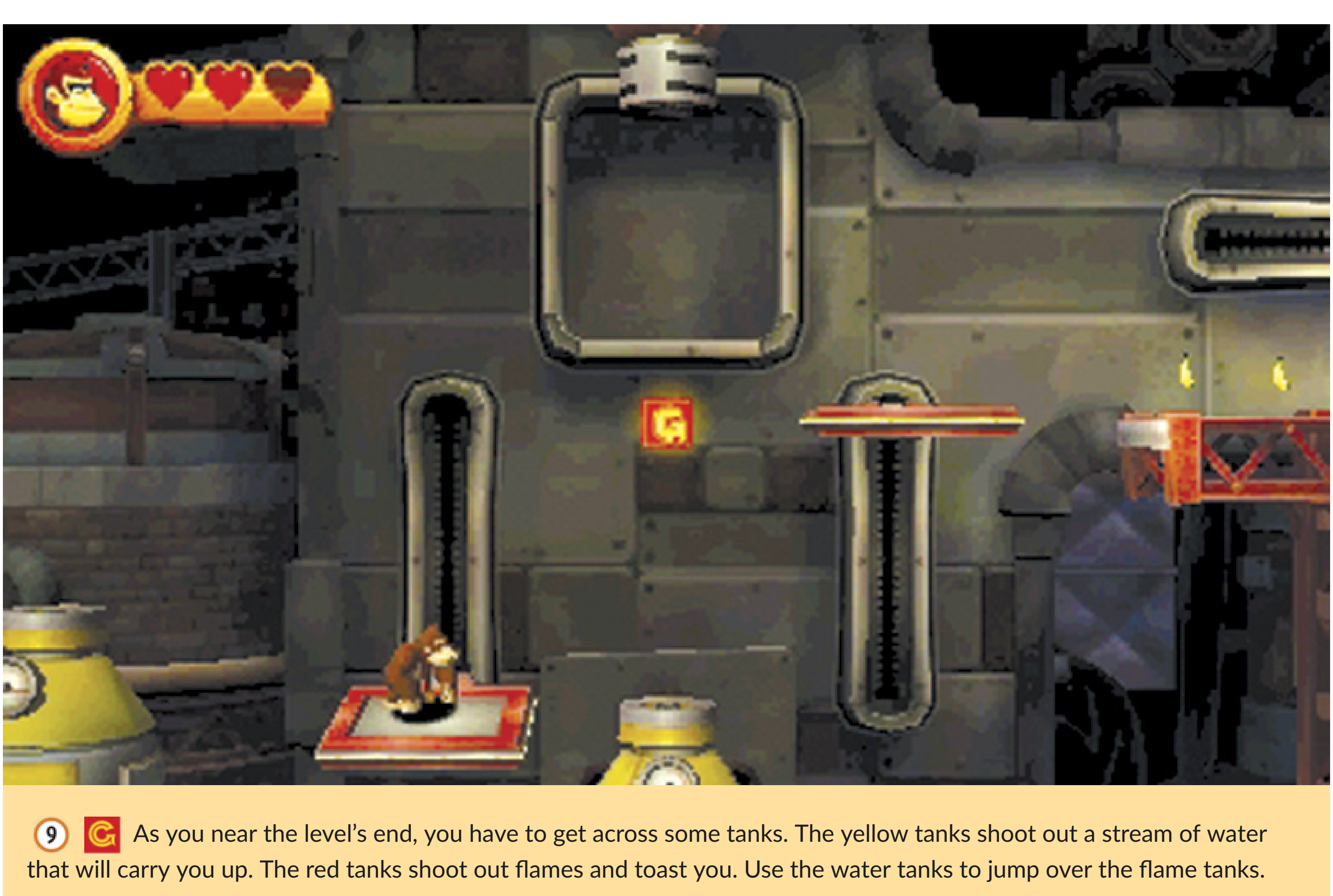
⑥ On a platform between two sets of mallets, stun the Pyrobot Mk I and then pound on the container to get another Puzzle Piece.



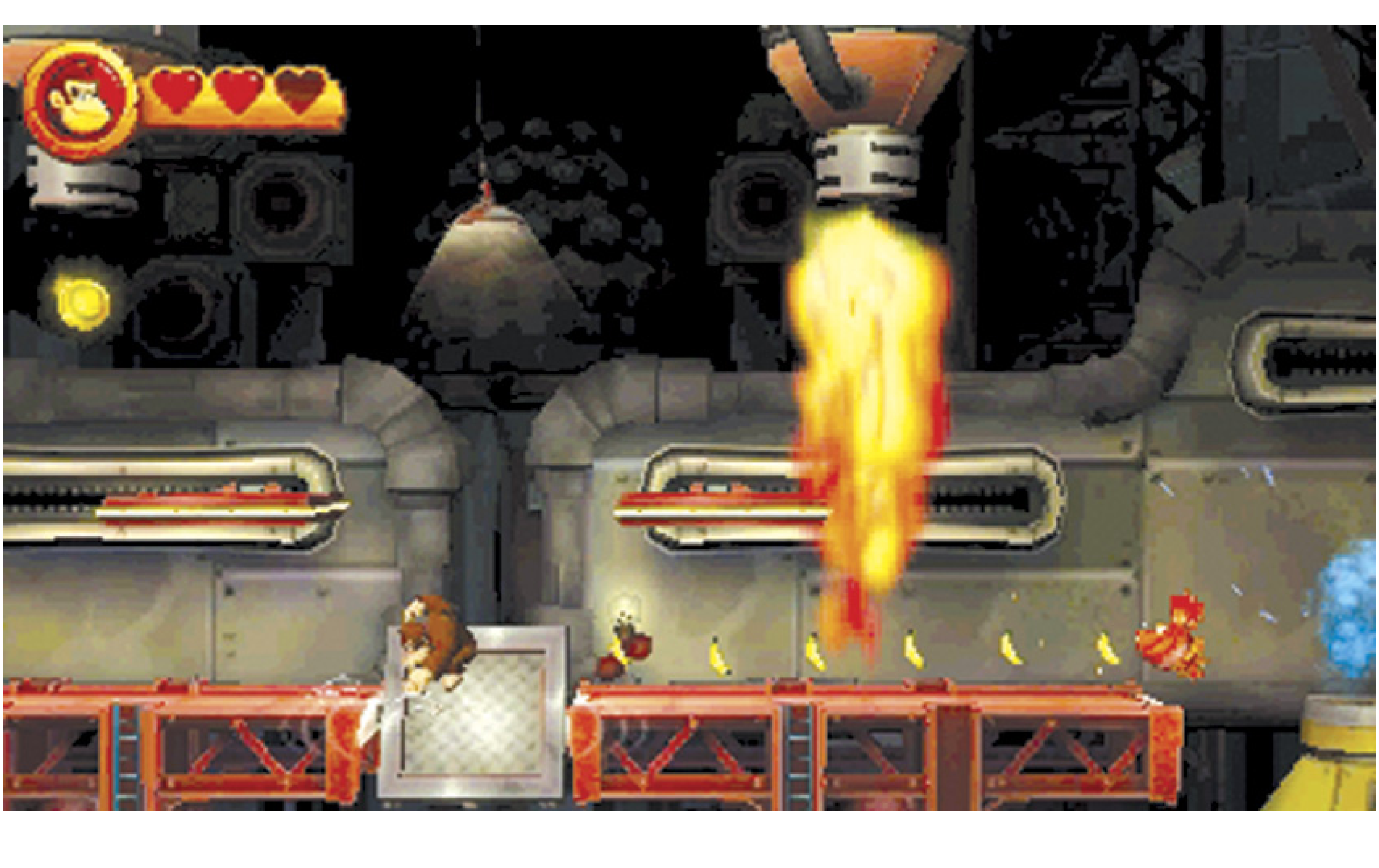
⑦ N Move past another set of mallets and then ride a platform up. Jump to get the N KONG letter.



⑧ Below the N KONG letter, stun the Pyrobot Mk I by jumping on it, and then pound a trapdoor to drop into a hidden area. Pound again and you will drop into a lower chamber where you get the final Puzzle Piece.



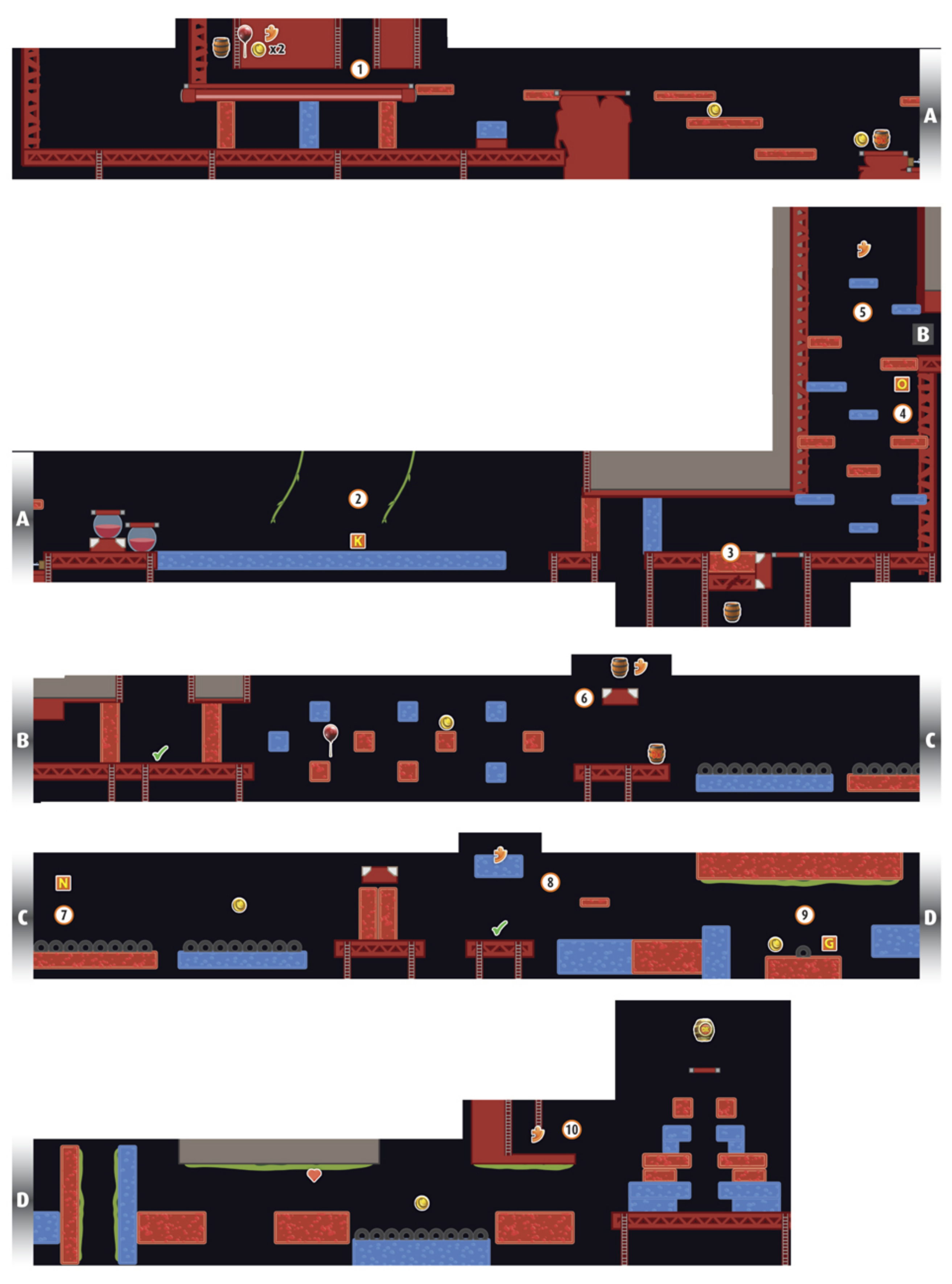
⑨ G As you near the level's end, you have to get across some tanks. The yellow tanks shoot out a stream of water that will carry you up. The red tanks shoot out flames and toast you. Use the water tanks to jump over the flame tanks. When you see the G KONG letter, wait for the flame tank to fire, then drop onto the water tank, getting the letter as you fall. Next, use the blast of water to get over to the platform on the right. Continue to the Slot-Machine Barrel to complete this level.

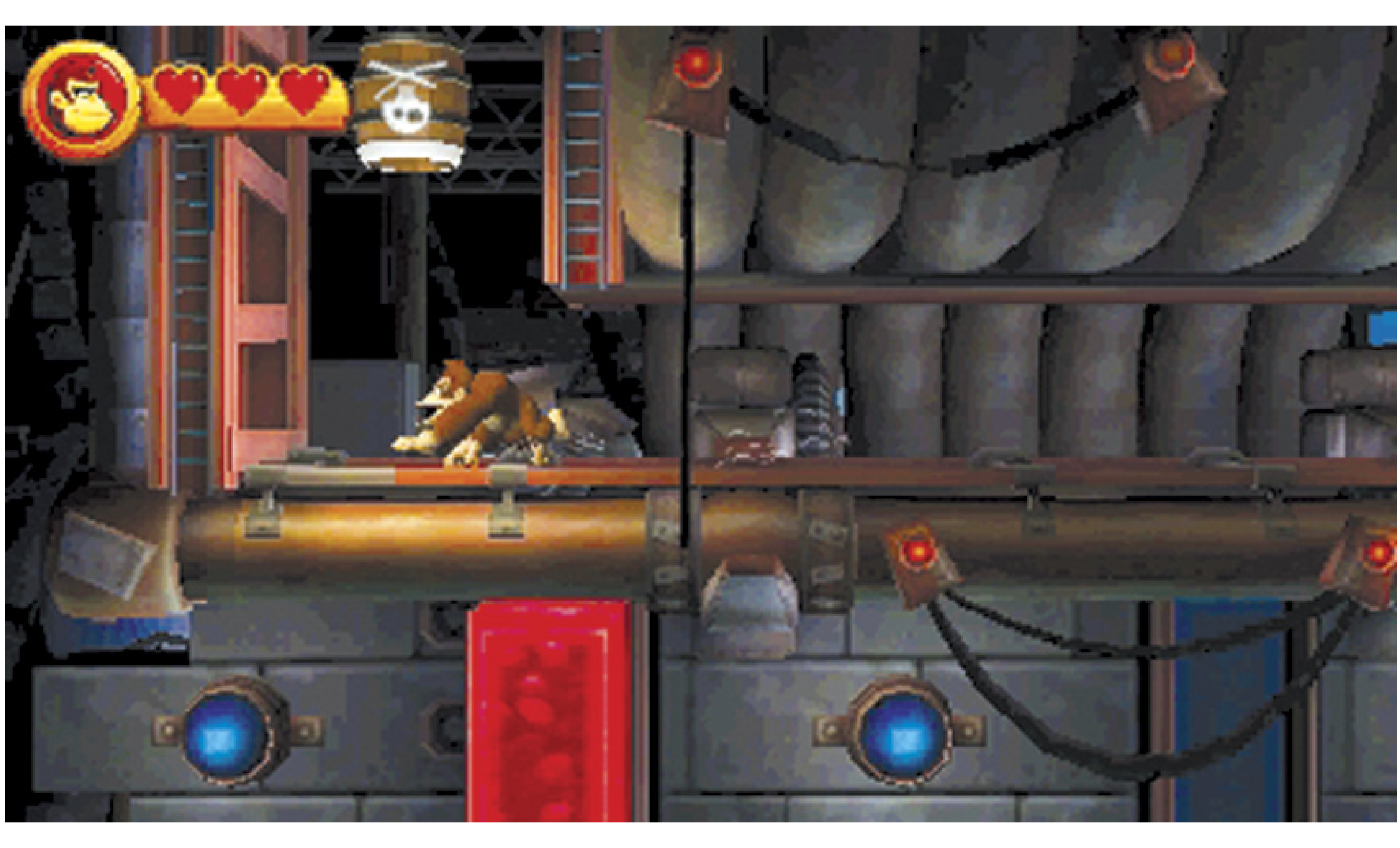


⑩ Pound on this trap door to drop down into a secret area. Pound on the red button to plug in the power for 7-R.

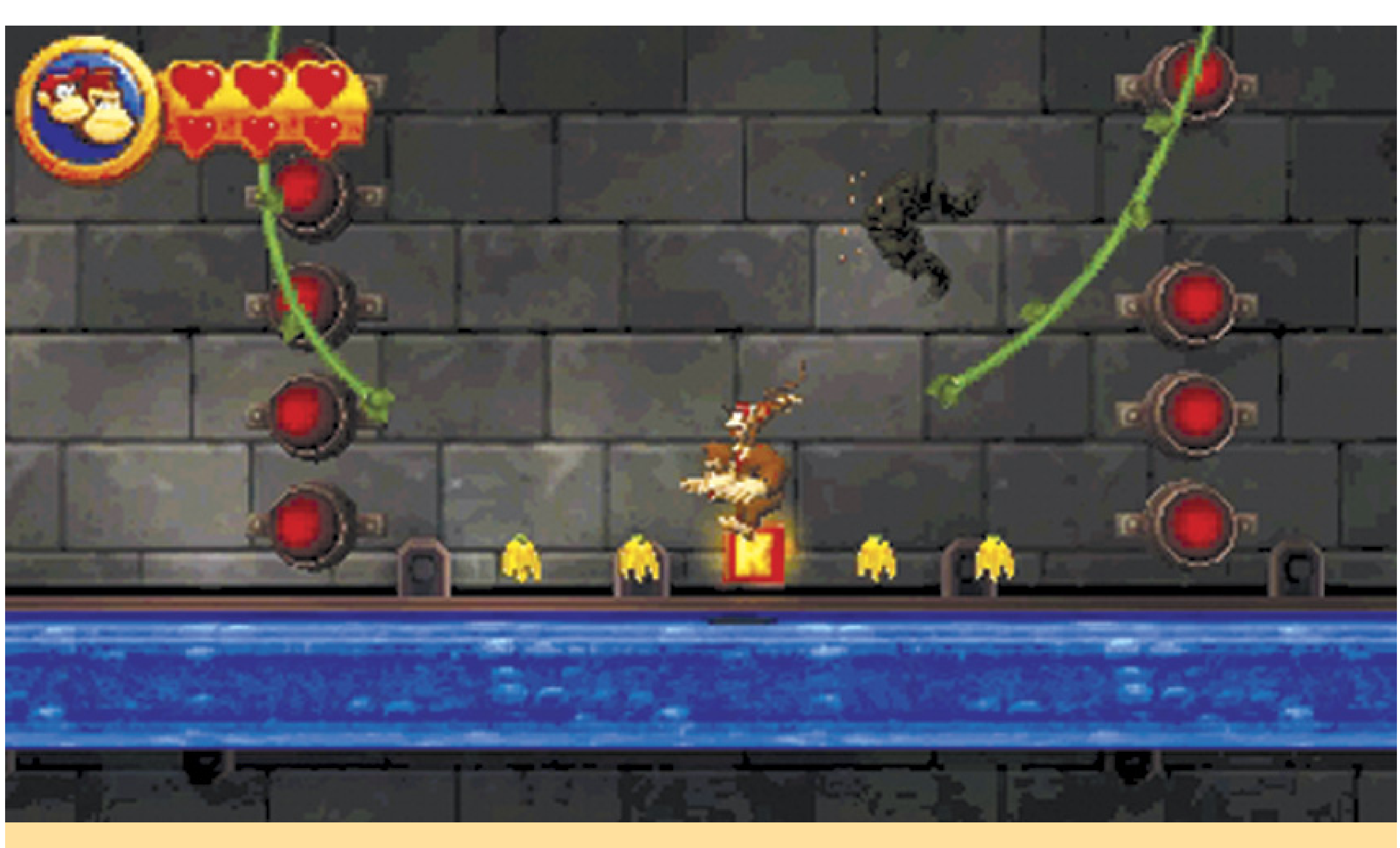
World 7

Switcheroo

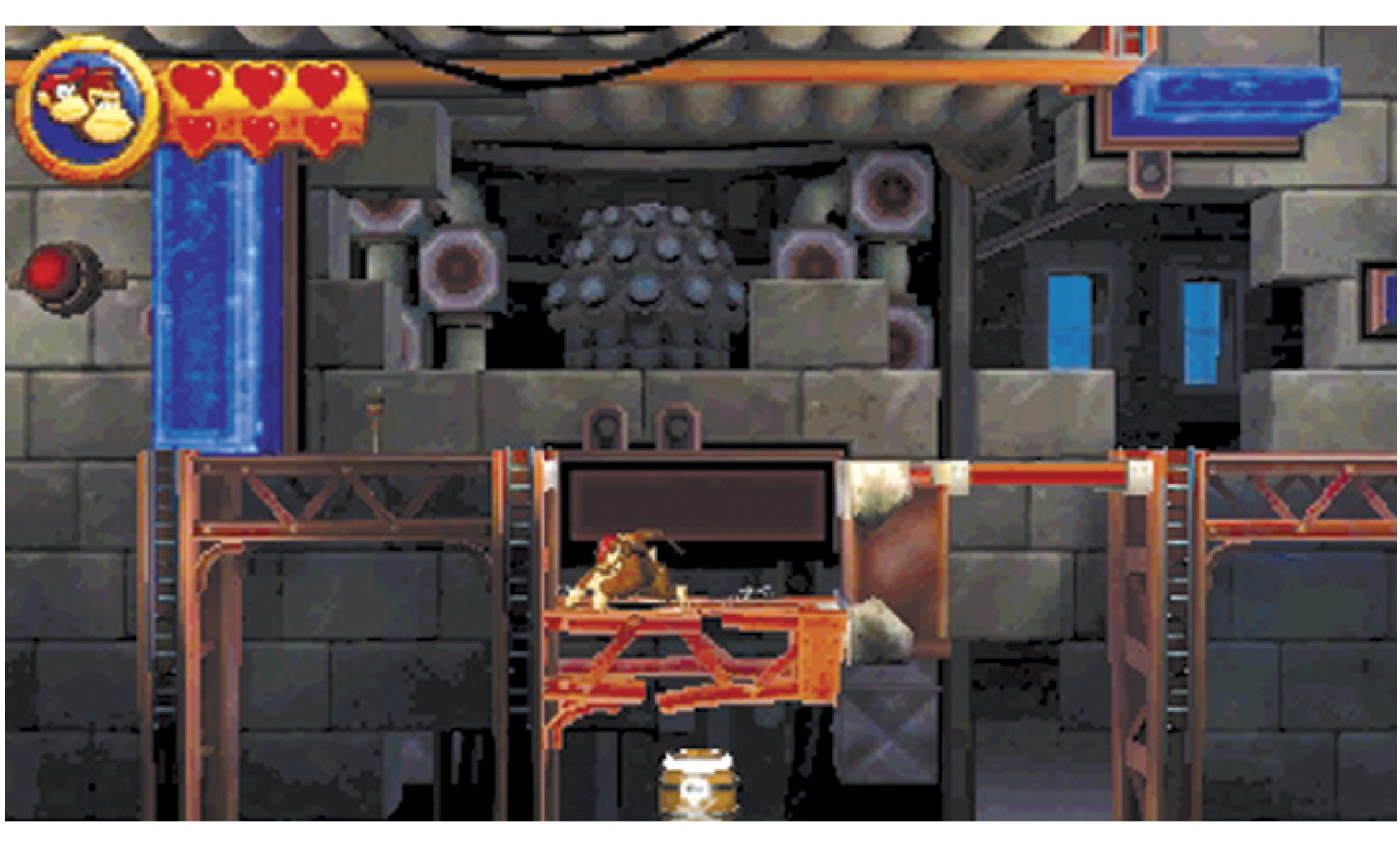




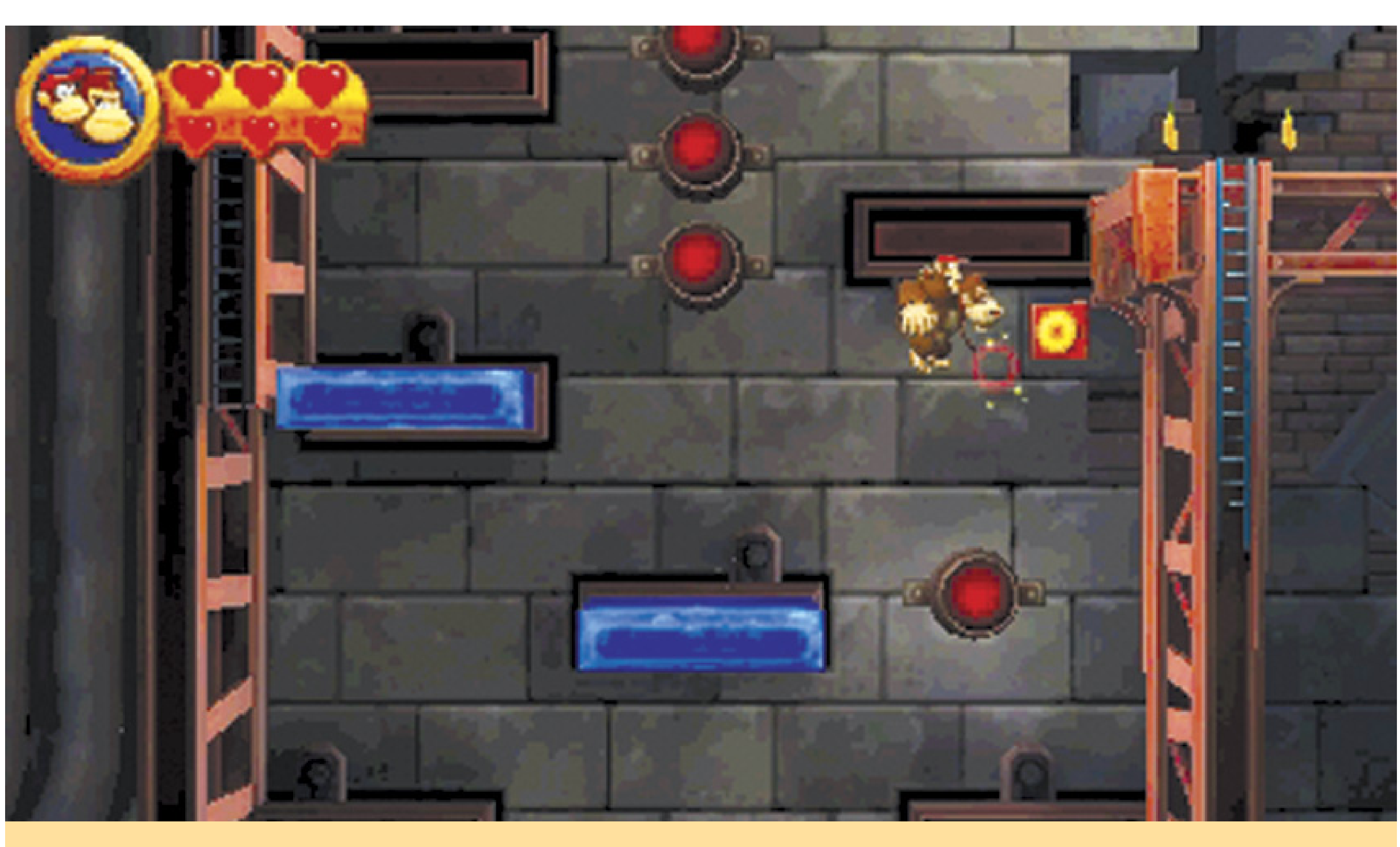
① The level uses round switches to extend and retract colored platforms. Hitting a blue switch causes blue platforms to extend and red platforms to retract. Hit a red switch and the red platforms extend and the blue platforms retract. Use these switches to move to the right. When you reach platforms you can jump onto, make your way up and to the left to enter a small passageway. Roll to the left to take out some BuckBots and then jump into a barrel that will take you to the bonus area. Collect the coins, balloon, and bananas to get the Puzzle Piece.



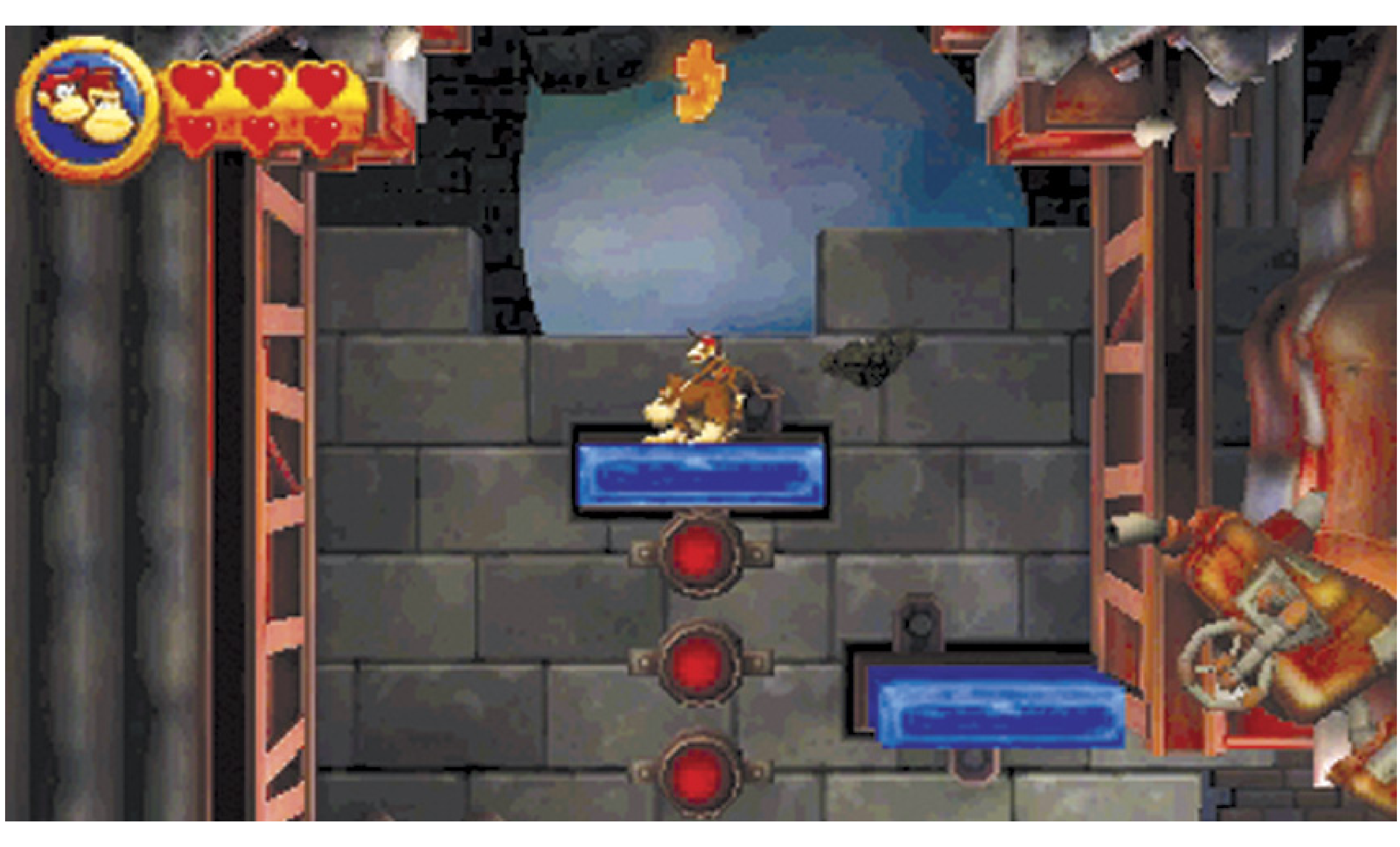
② K The K KONG letter is tough to get. As you swing across the switches, you make the blue platform below the block retract. Jump across to the vine on the left, and climb up it so you pass through the gap in the switches. Then as you swing back to the left, drop a bit and hit a blue switch so you can drop down and pick up the K KONG letter and some bananas. Jump back up onto the vine and go through the gap again. The blue platform is still to the right of the switches; land on it.



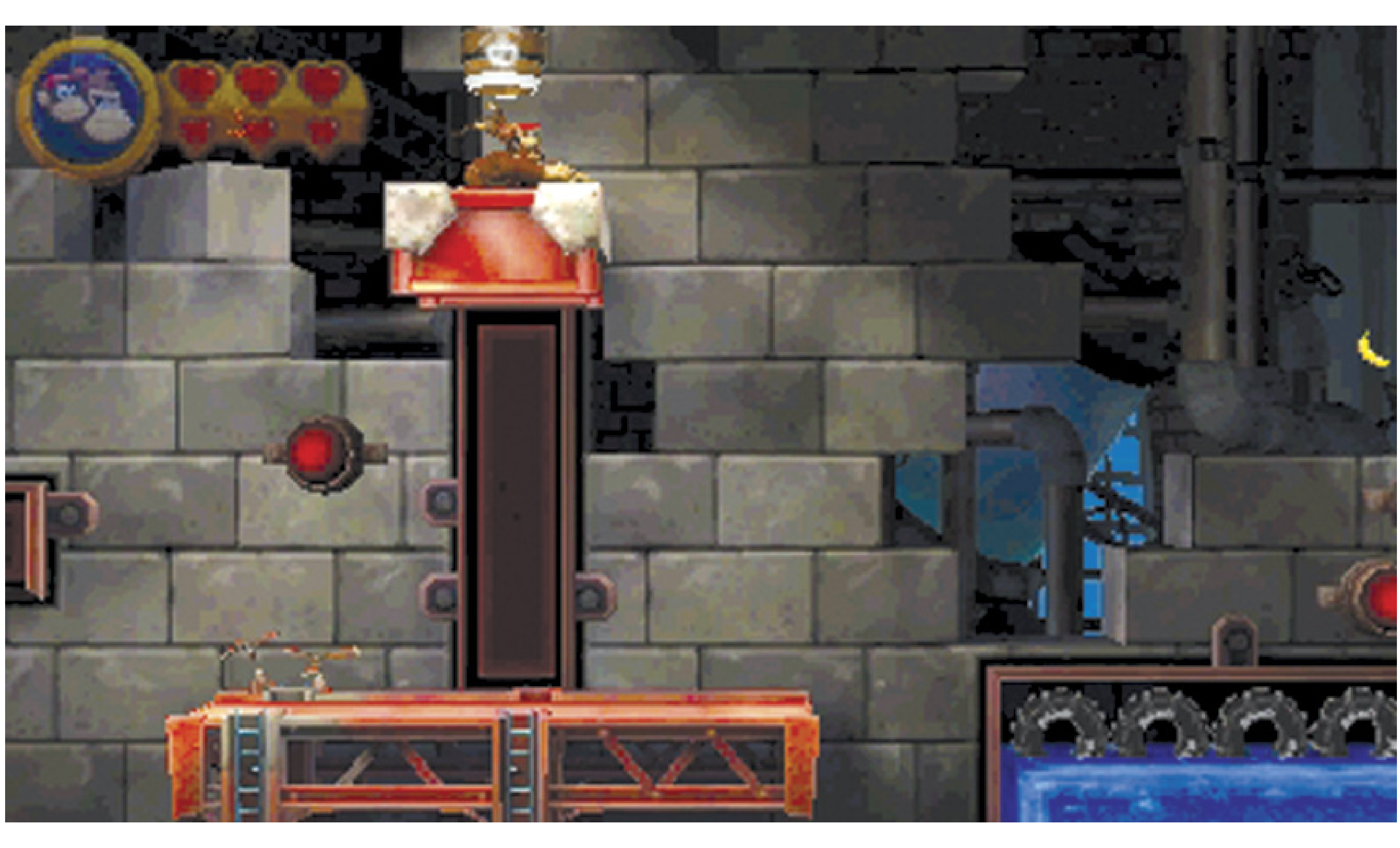
③ Flip a switch to retract the red platform here and then pound the metal platform to drop down into a barrel. This will shoot you to a secret area where you have to pound on a red button to power up the connection to 7-R.



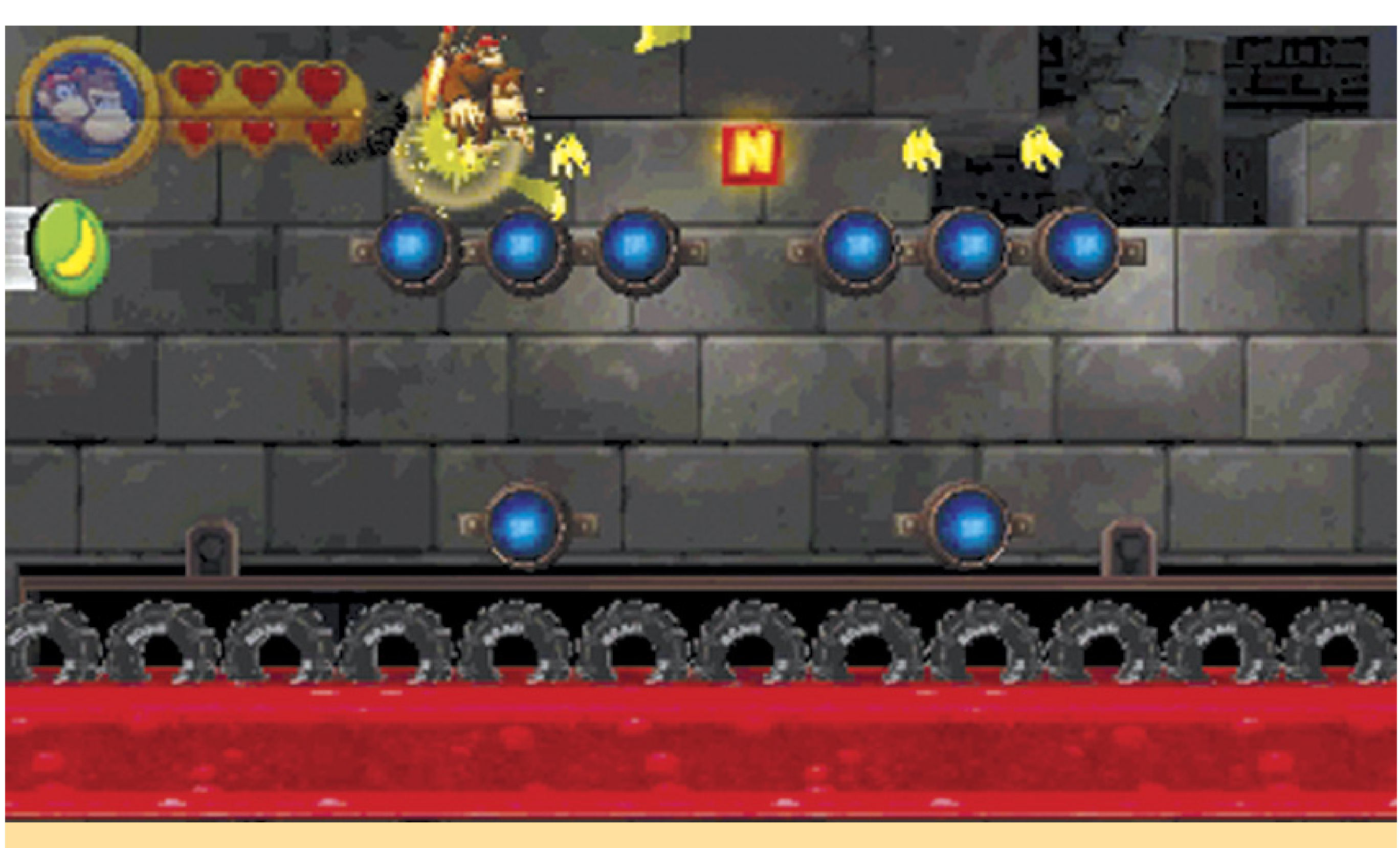
④ O In this area, you must jump up and hit switches while in the air so you have a platform to land on. Jump onto this blue platform, then jump over to get the O KONG letter. Afterward, drop straight down and hit the red switch below the letter so you can land on a red platform.



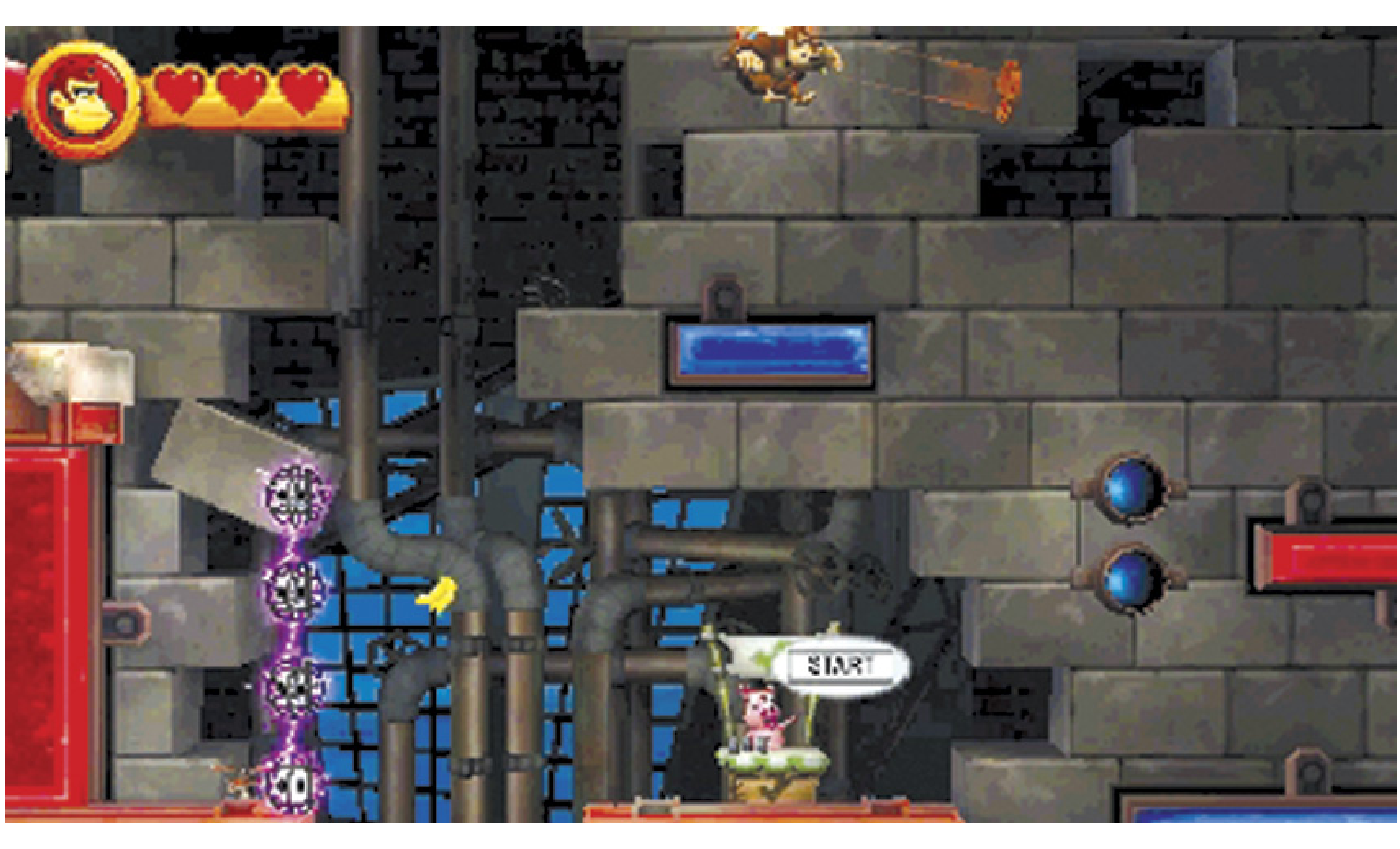
⑤ Jump to the top of this vertical shaft. You will need to do some fancy jumping and hovering to get here and collect the Puzzle Piece.



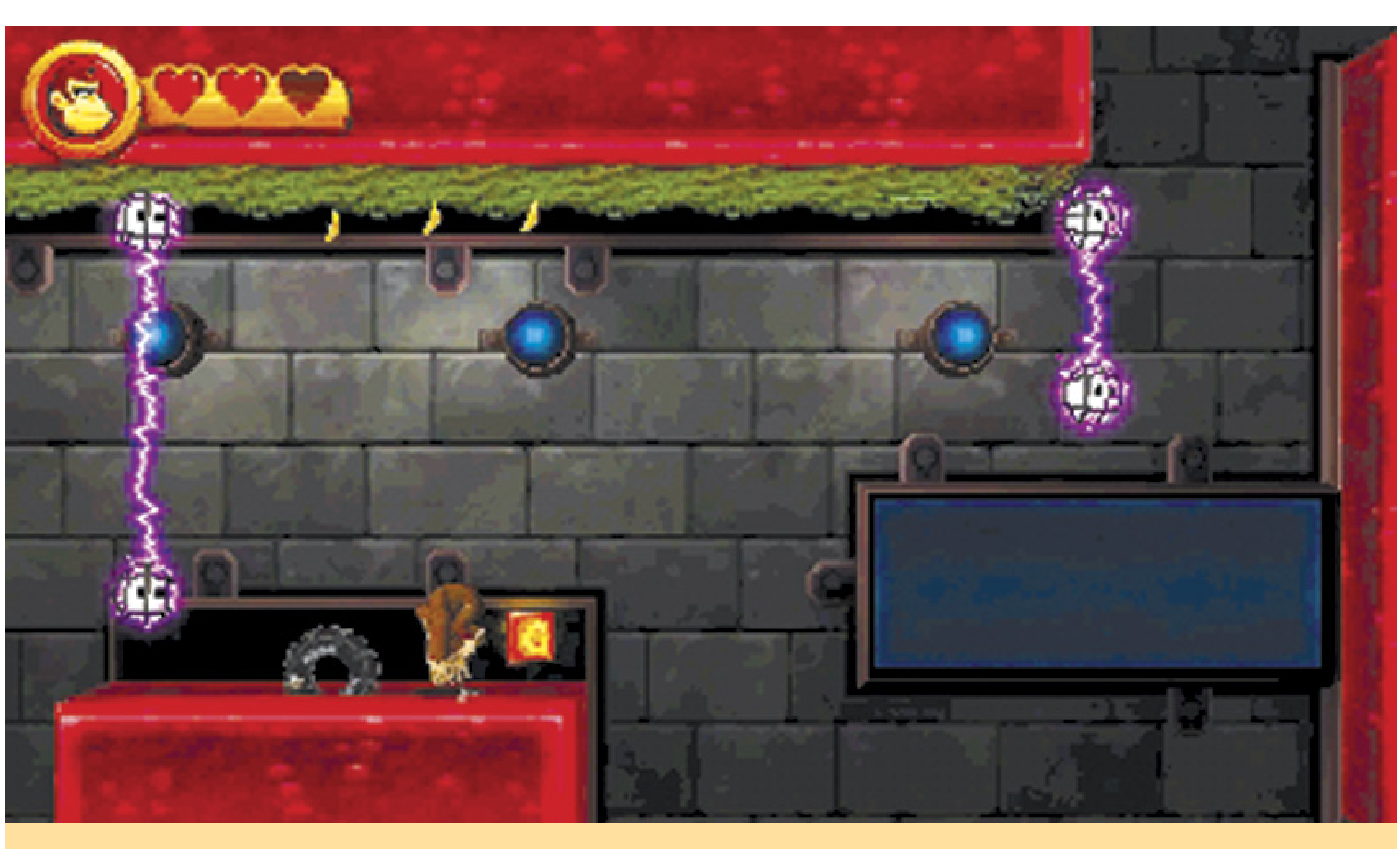
⑥ When you reach this spot after the first checkpoint, grab the DK Barrel (if you don't have Diddy Kong). Jump back up onto the red square platform. From there, drop to the left onto the blue platform and then up to the left onto a red platform. Move left two more red platforms, then jump up to the high blue platforms. You then need to jump across on these blue platforms, heading right, so you can hover-jump across to a barrel that will take you to a bonus level. Clear out the area to get the Puzzle Piece.



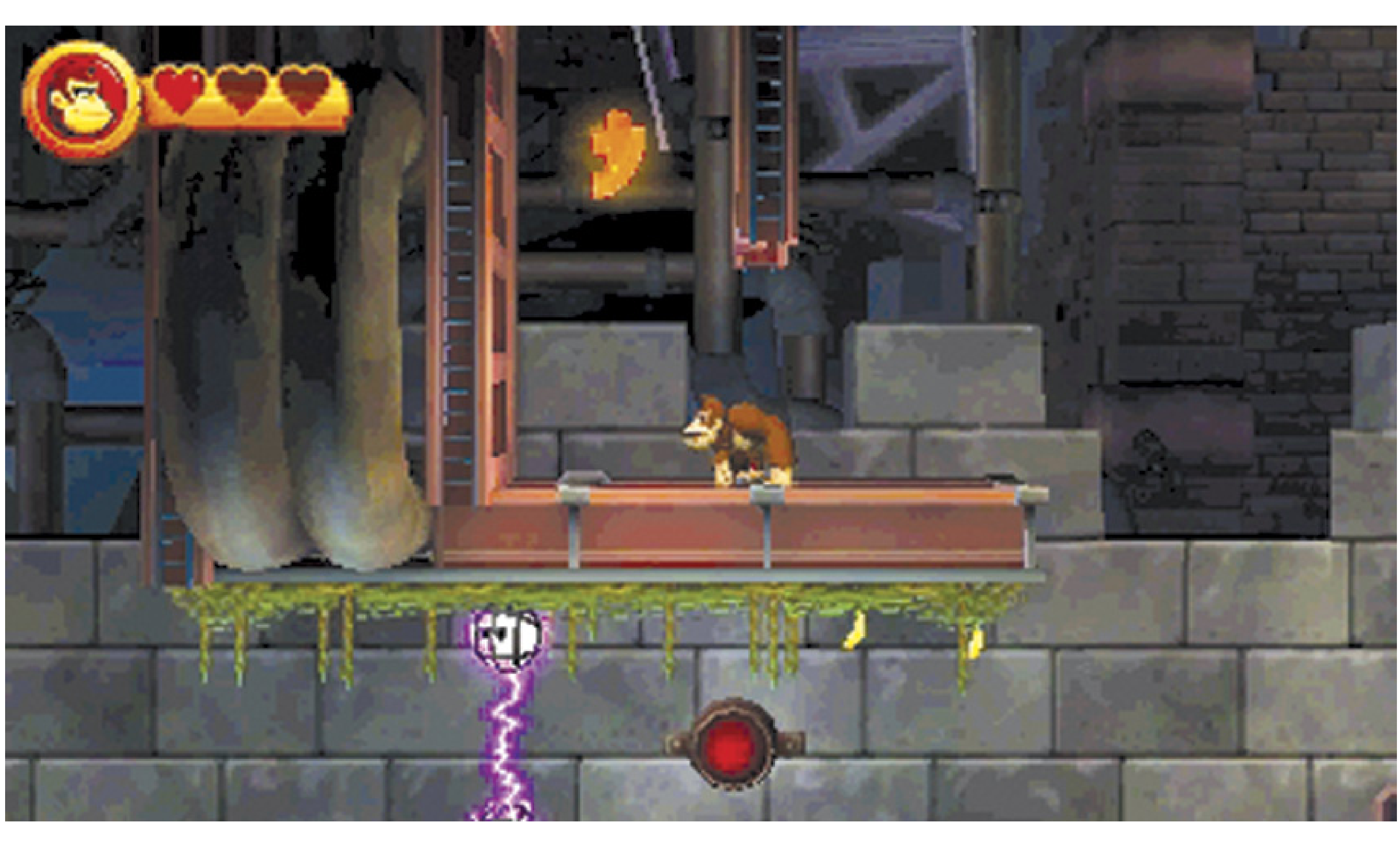
⑦ N The N KONG letter takes some careful jumping. Once you have the red platform below you, jump carefully over the low blue switches without hitting the high blue switches. Jump straight up to get the letter, then carefully make your way to the right.



⑧ Go past the second checkpoint, then jump up a series of platforms as you move left. A Puzzle Piece is located directly above this checkpoint.



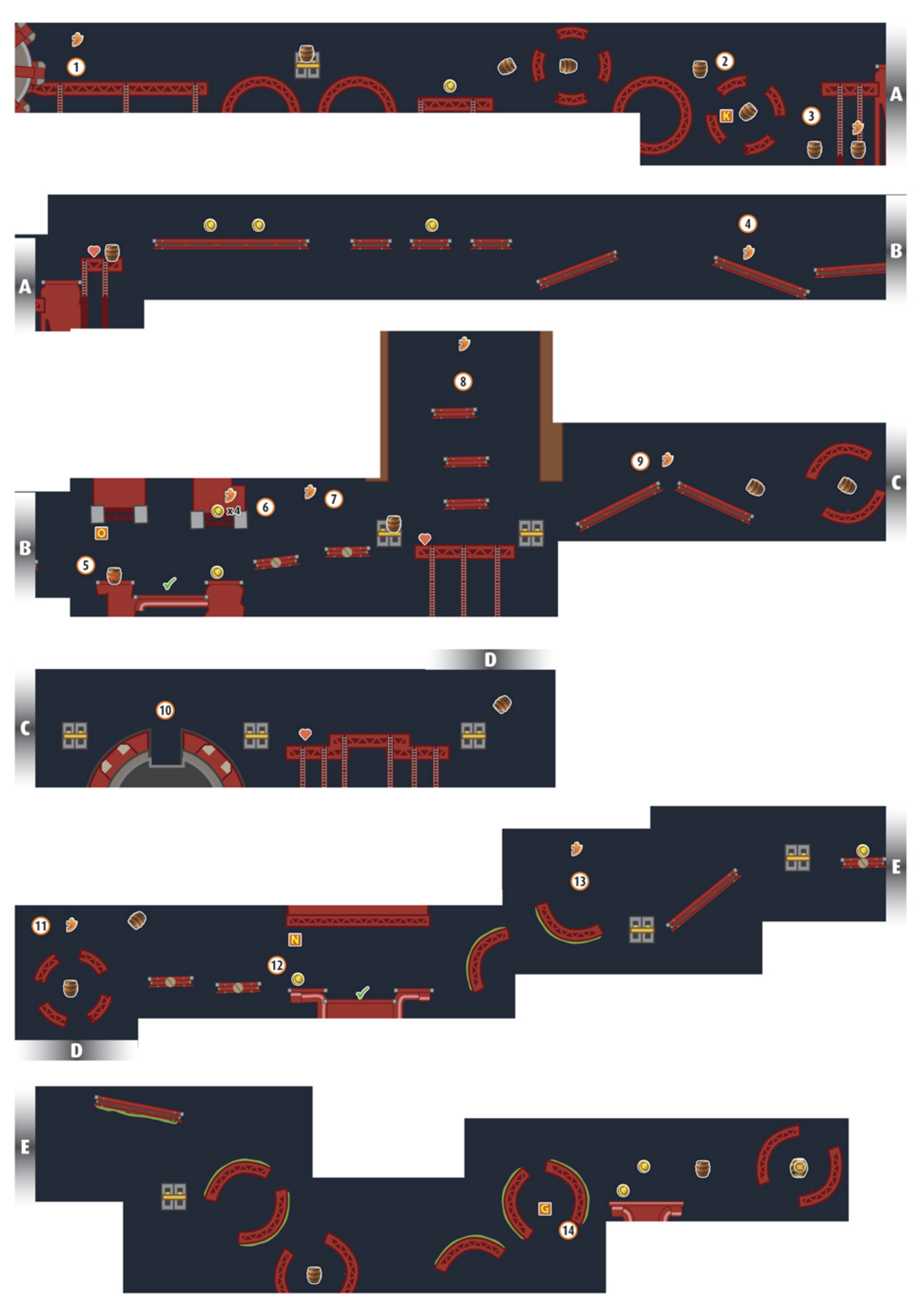
⑨ G In order to get the G KONG letter, climb along the top of this spot, then drop down and duck as the Electroid moves to the left. Grab the letter and then use the tire to get back up to the top platform. Climb to the right to get away from the Electroid.

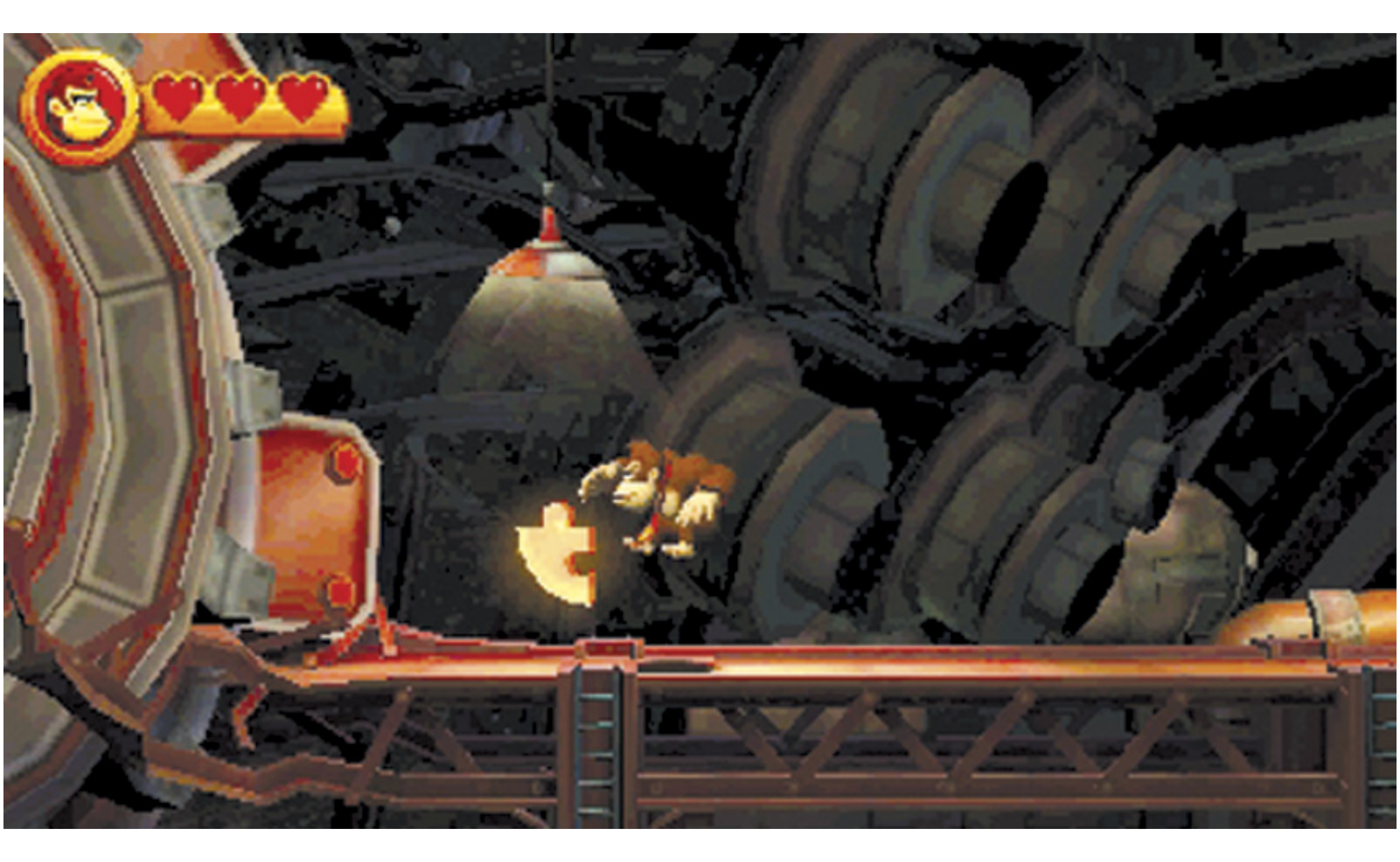


⑩ As you start jumping up platforms to reach the end of the level, jump left to land on this platform and get the last Puzzle Piece. Then continue to the Slot-Machine Barrel to complete the level.

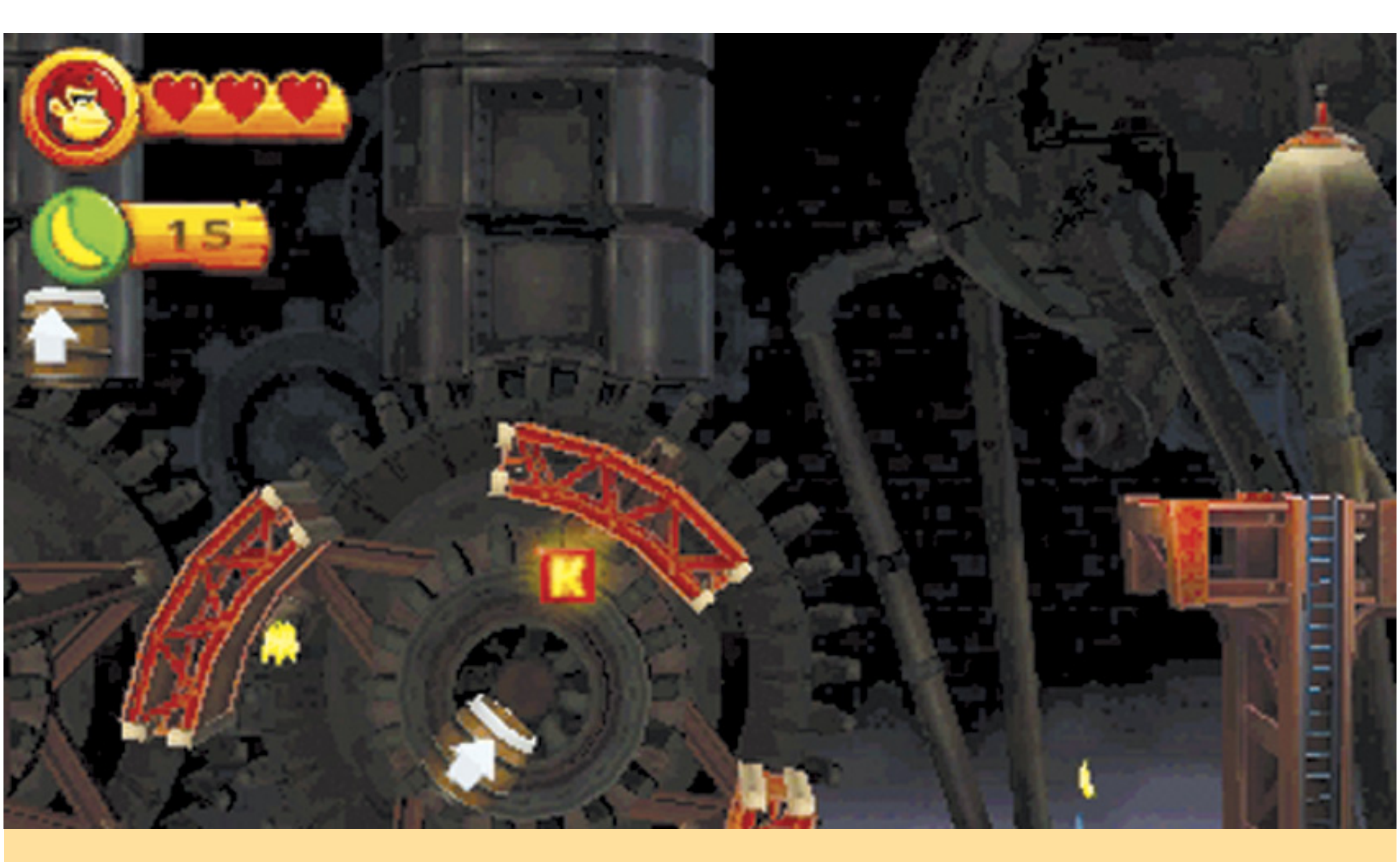
World 7

Cog Jog

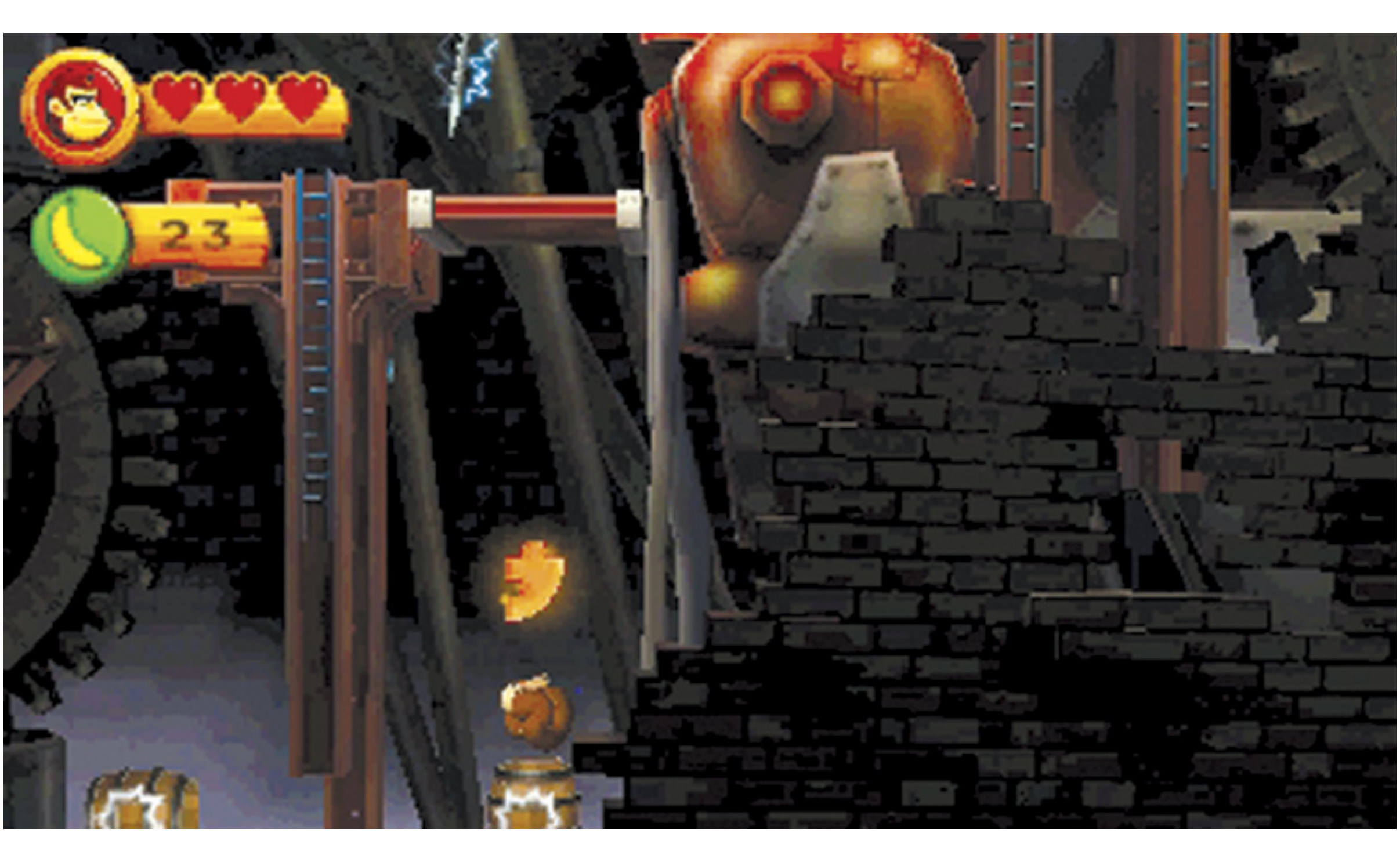




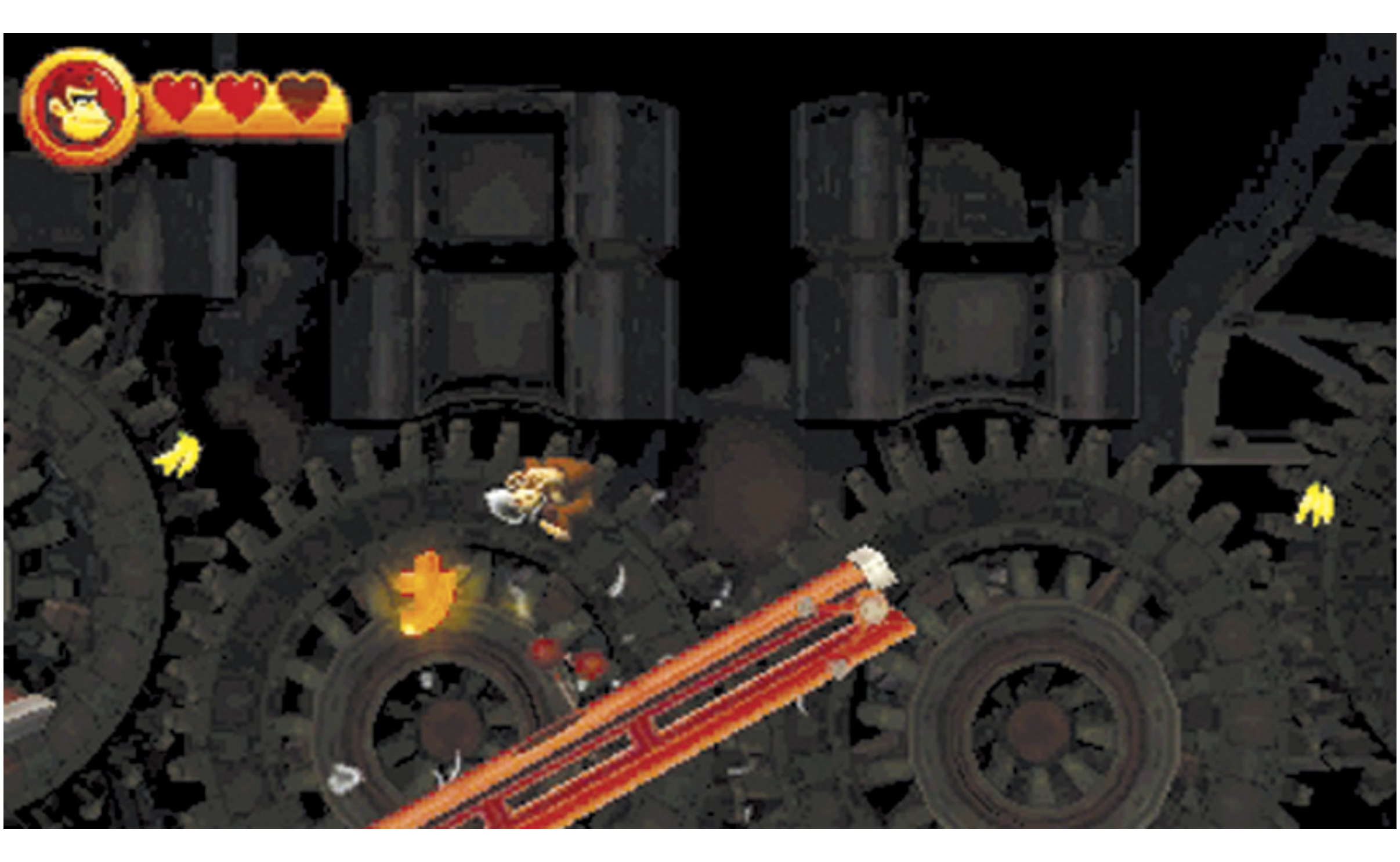
① Right at the start of this level, jump up and hit the hanging light. A Puzzle Piece will drop down for you.



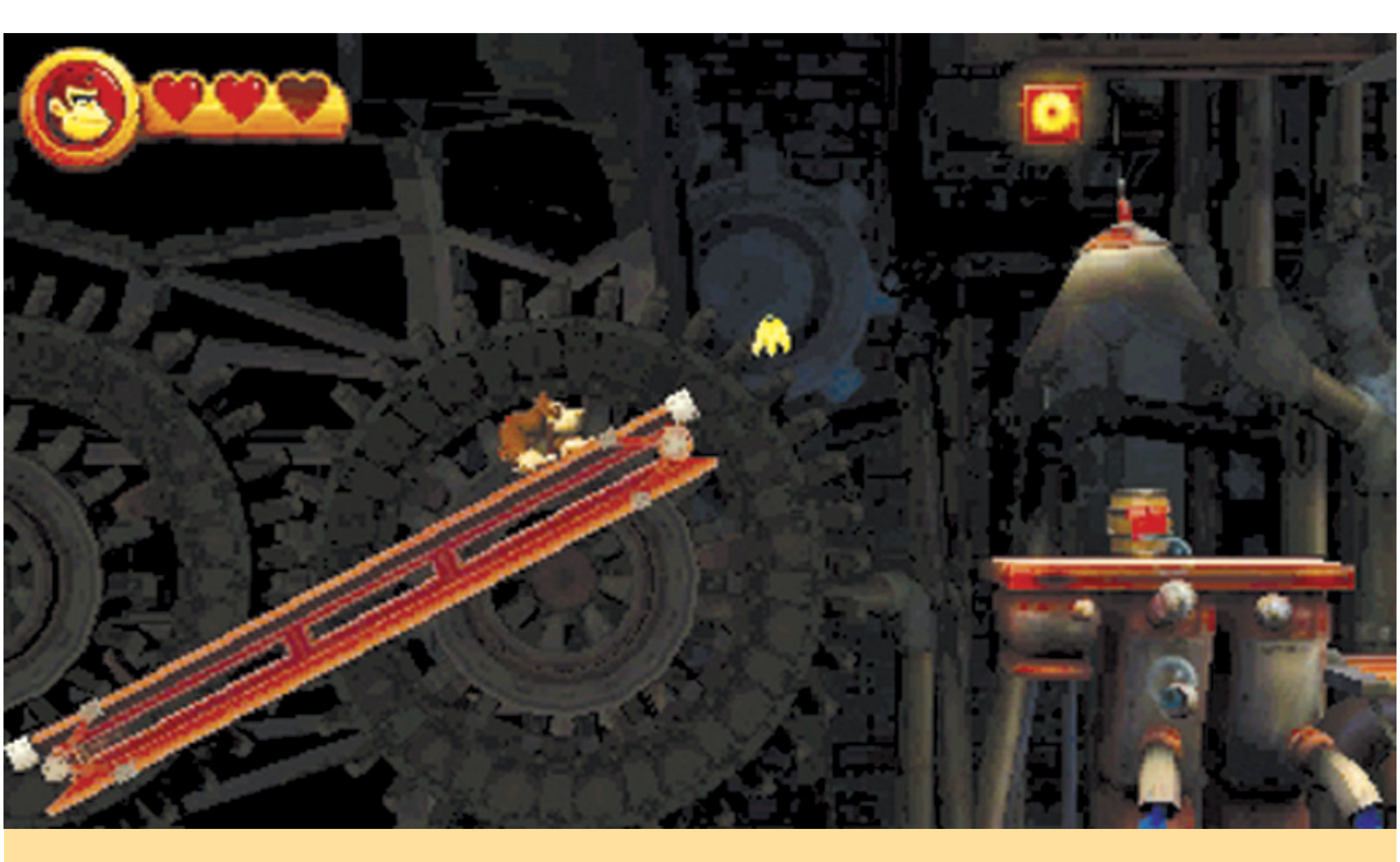
② K You must do some timed shooting from barrels in this section. Get into the barrel here and fire yourself at the K KONG letter and the bunches of bananas. Then time your shot so you fly through a gap and land on the platform.



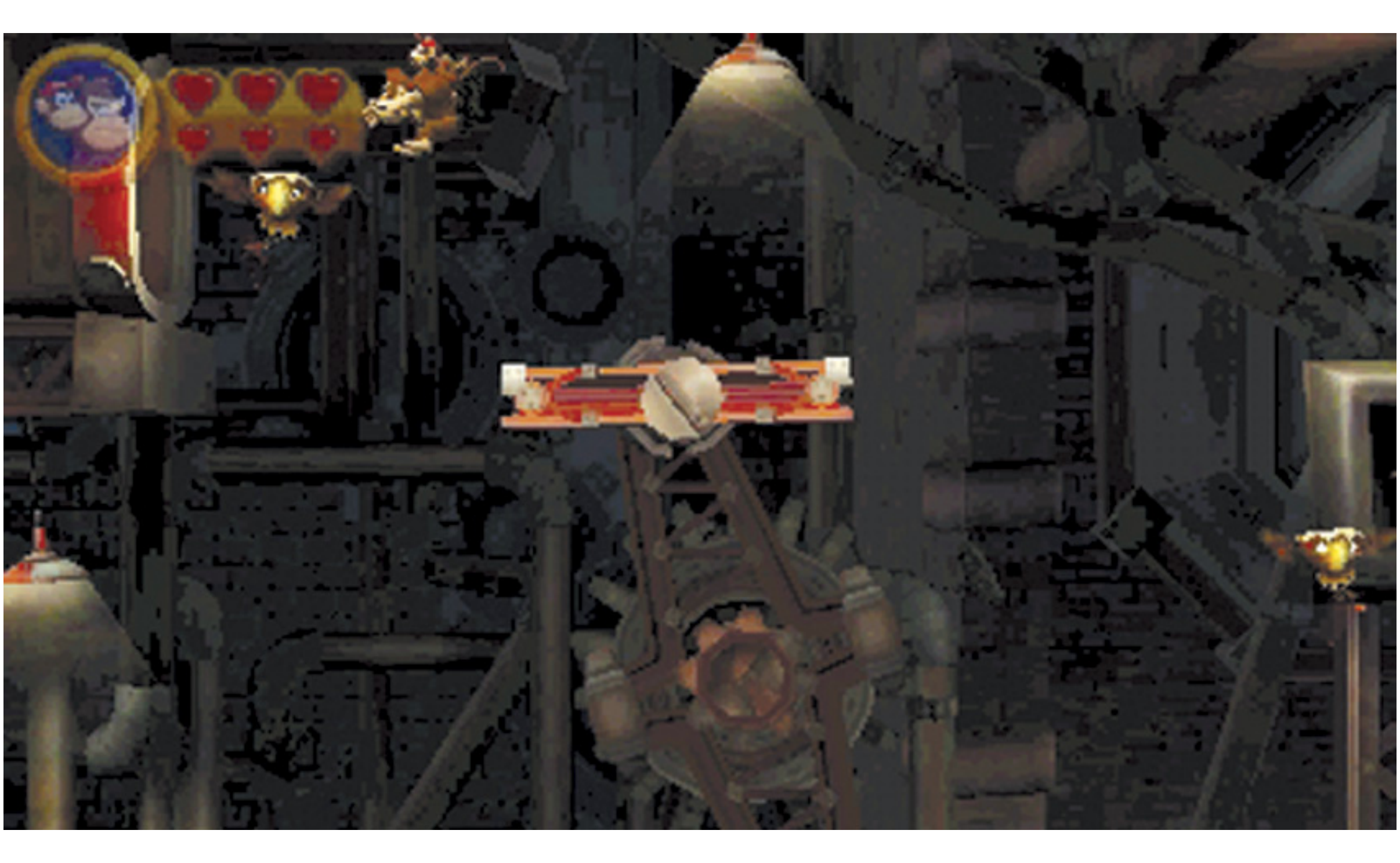
③ As soon as you land on the platform, step off the left side and drop into a barrel, collecting a Puzzle Piece as you go. Then shoot yourself back up onto the platform.



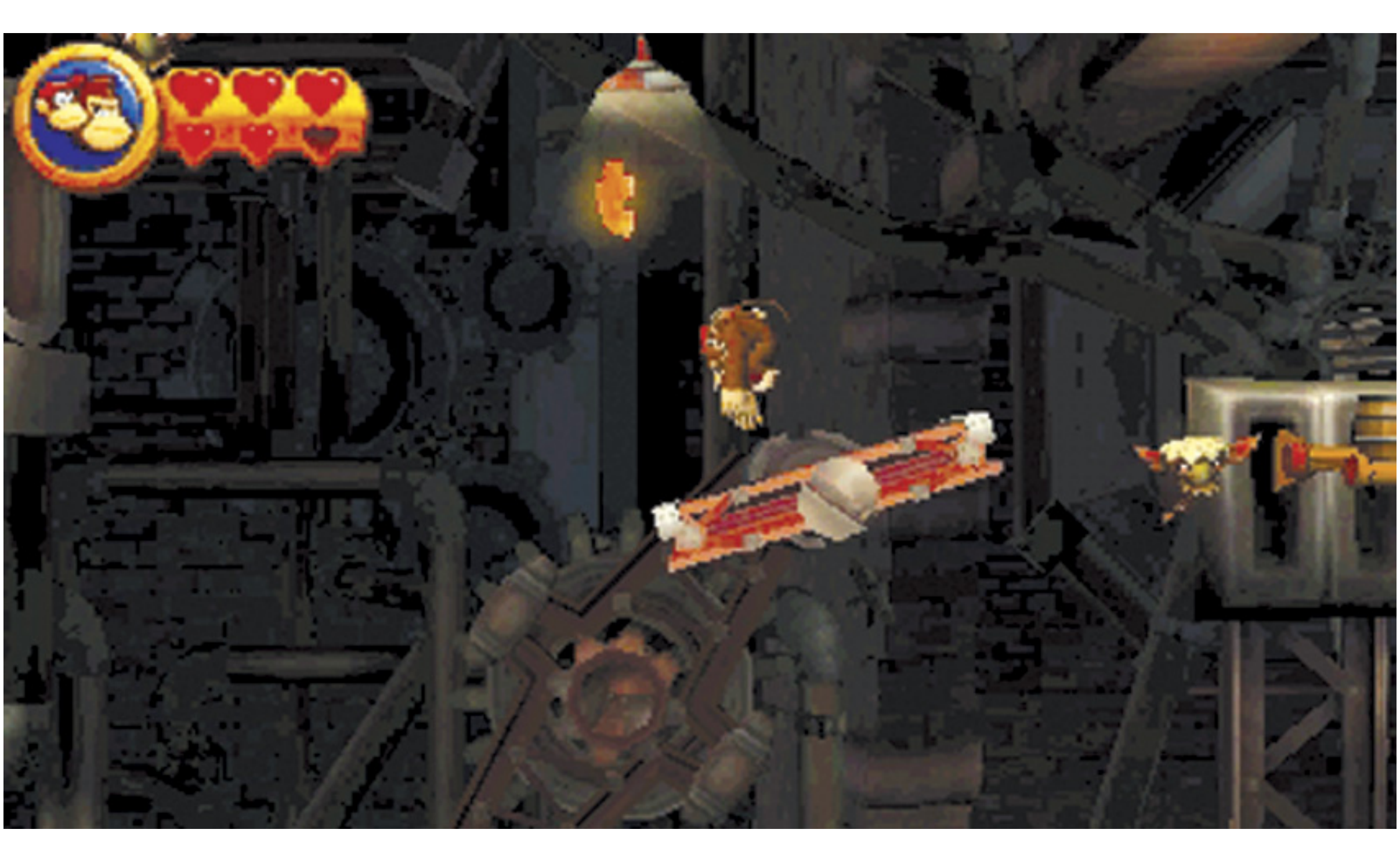
④ As you cross these platforms, which tilt quite a bit, you will have to do a lot of jumping to keep from sliding off. Blow on this lightbulb to release a Puzzle Piece.



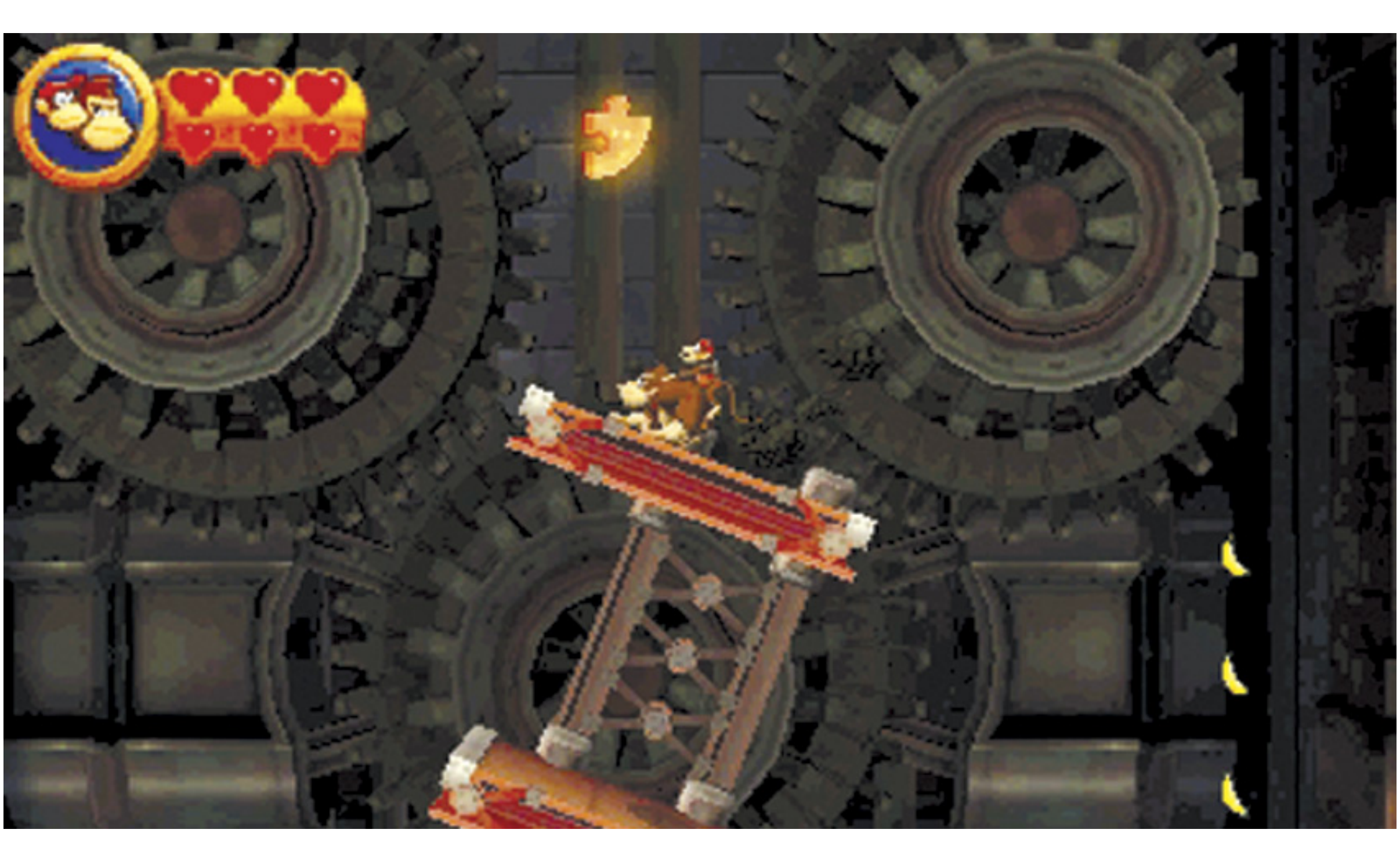
⑤ O As you approach the checkpoint, run and jump off the tilting platform when it is pointed up to the right. This allows you to get the O KONG letter.



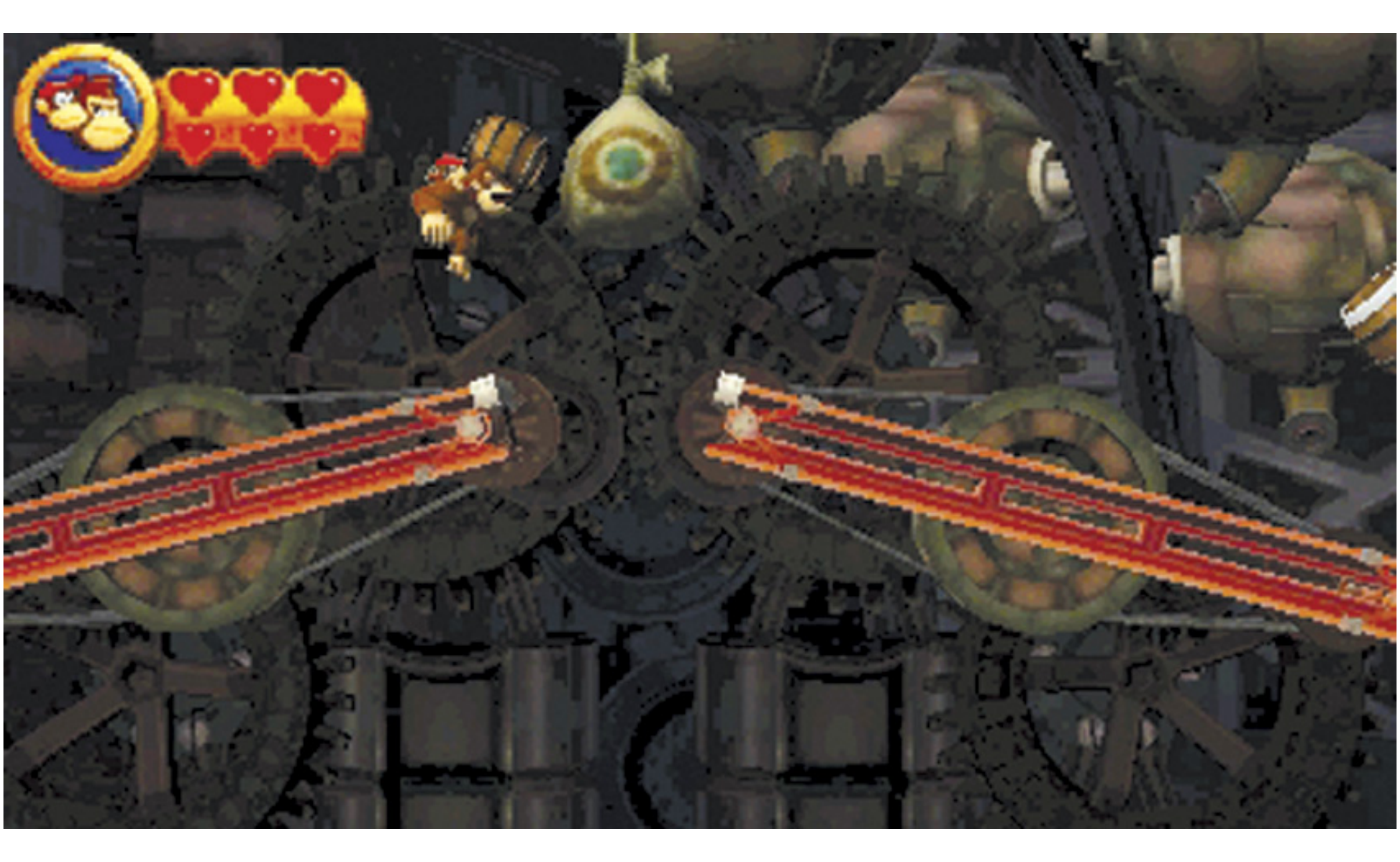
⑥ Just after the checkpoint, ride a platform up and then jump into this pipe to the left to enter a bonus area. Clear it out and collect the Puzzle Piece.



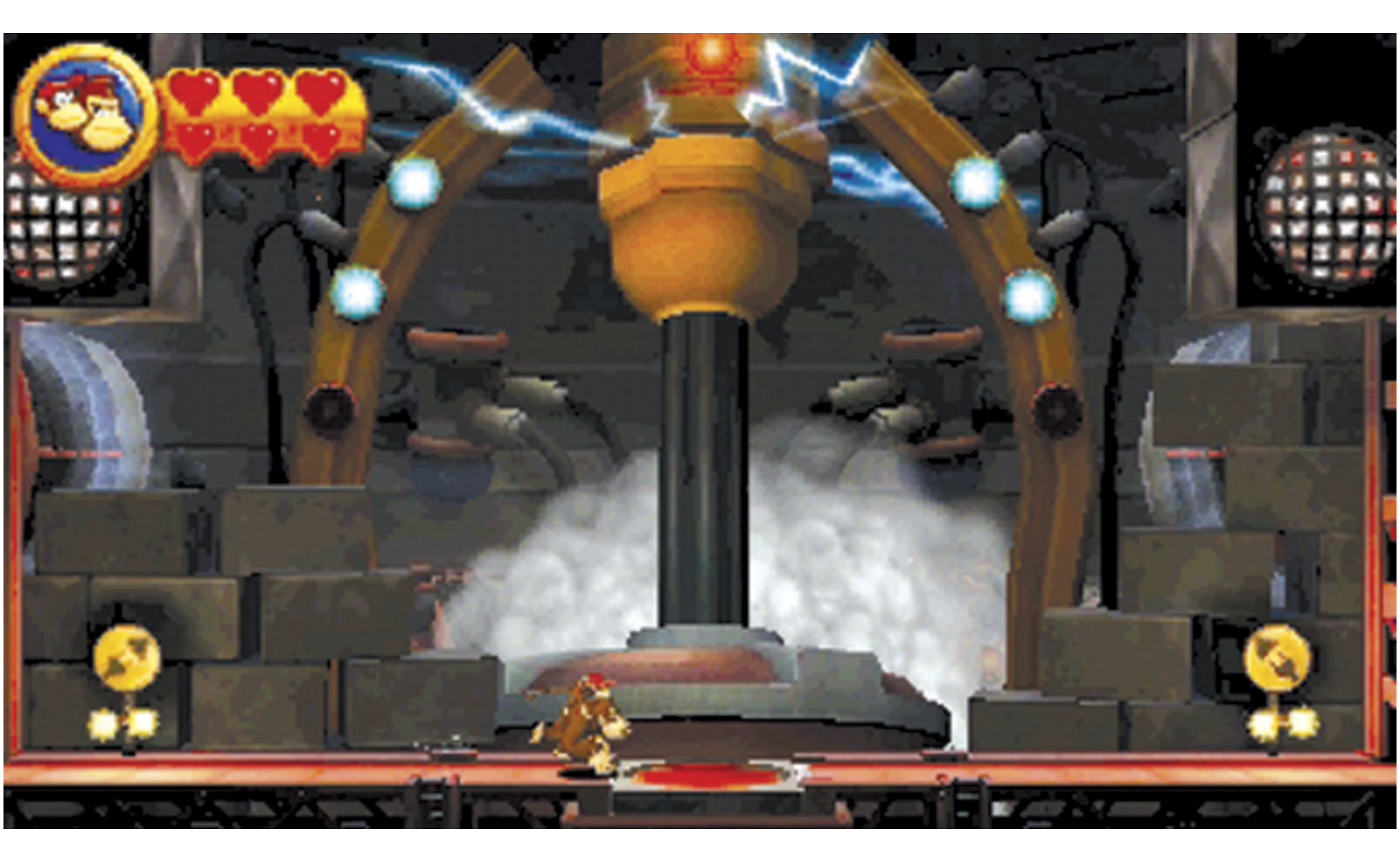
⑦ Get back on the same platform you rode up to the pipe. However, this time, as you get to the top of its rotation, jump up and hit the hanging light. A Puzzle Piece will drop down. Catch it and make sure you land on a platform so you don't fall.



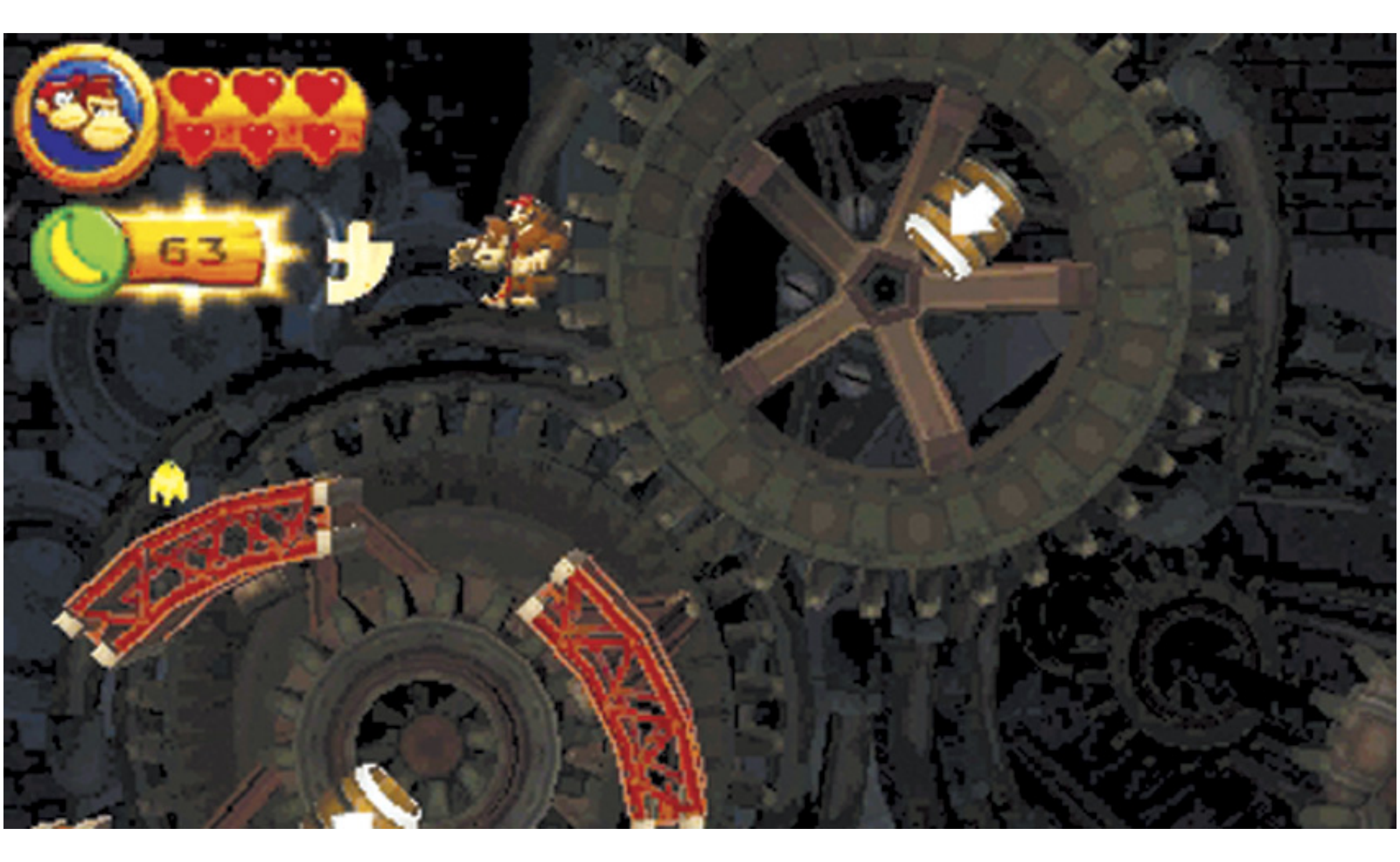
⑧ Jump your way to the top of this tilting tower of three platforms. At the top is another Puzzle Piece. Grab it, then drop off one of the sides and collect bananas on your way down.



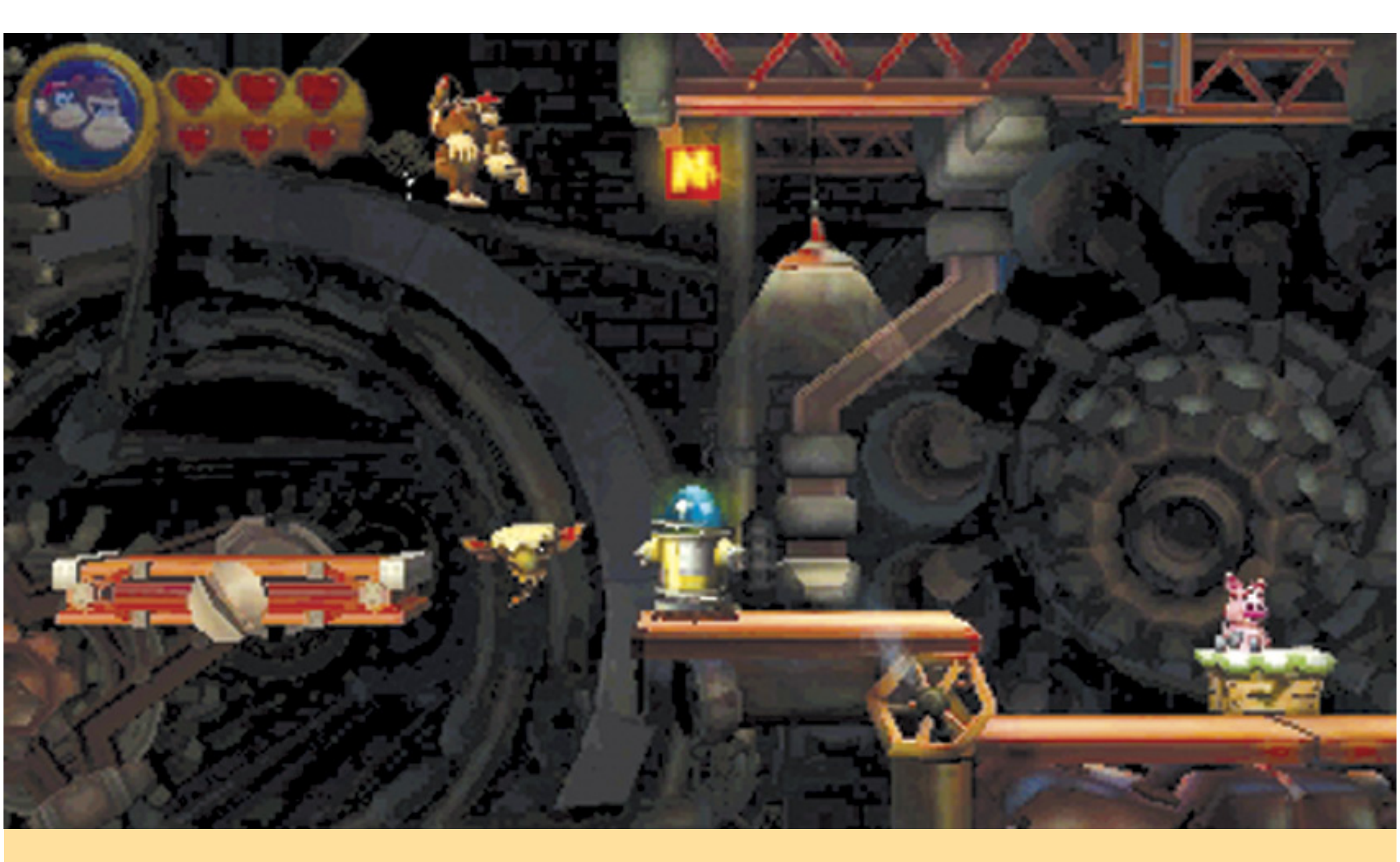
⑨ Grab the barrel to the left of the tilting tower, and then head to these two long platforms. Throw the barrel at the bag to get one more Puzzle Piece for your collection.



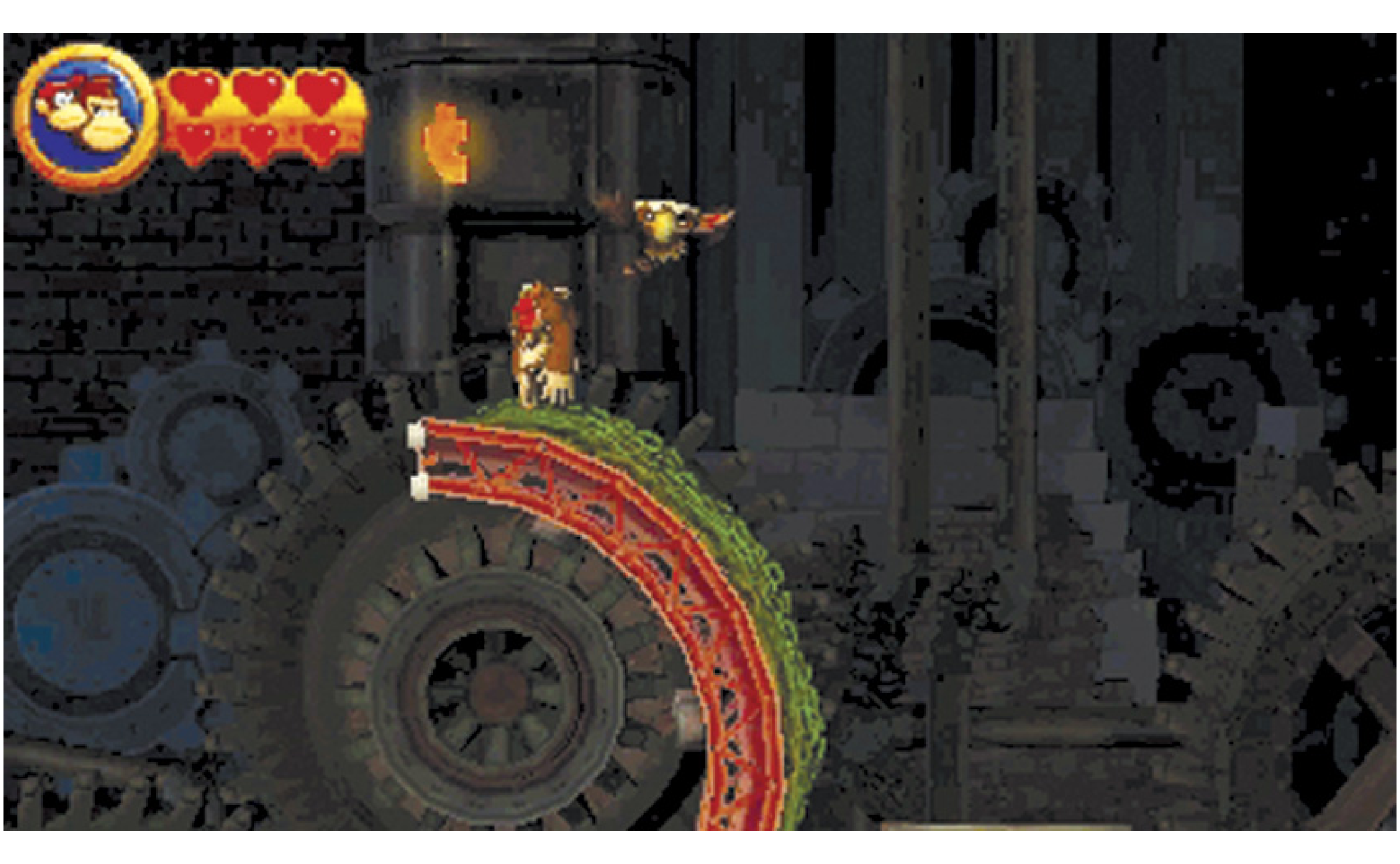
⑩ When you get to this large gear, collect the bananas and pound on it to get it to start moving. When the gear stops moving, the trap door will open. Drop down into a secret area. Pound on the red button in the middle to plug in the power cord. You will need to do this in this level as well as 7-6 and 7-7 to activate 7-R which allows you to get to the boss level.



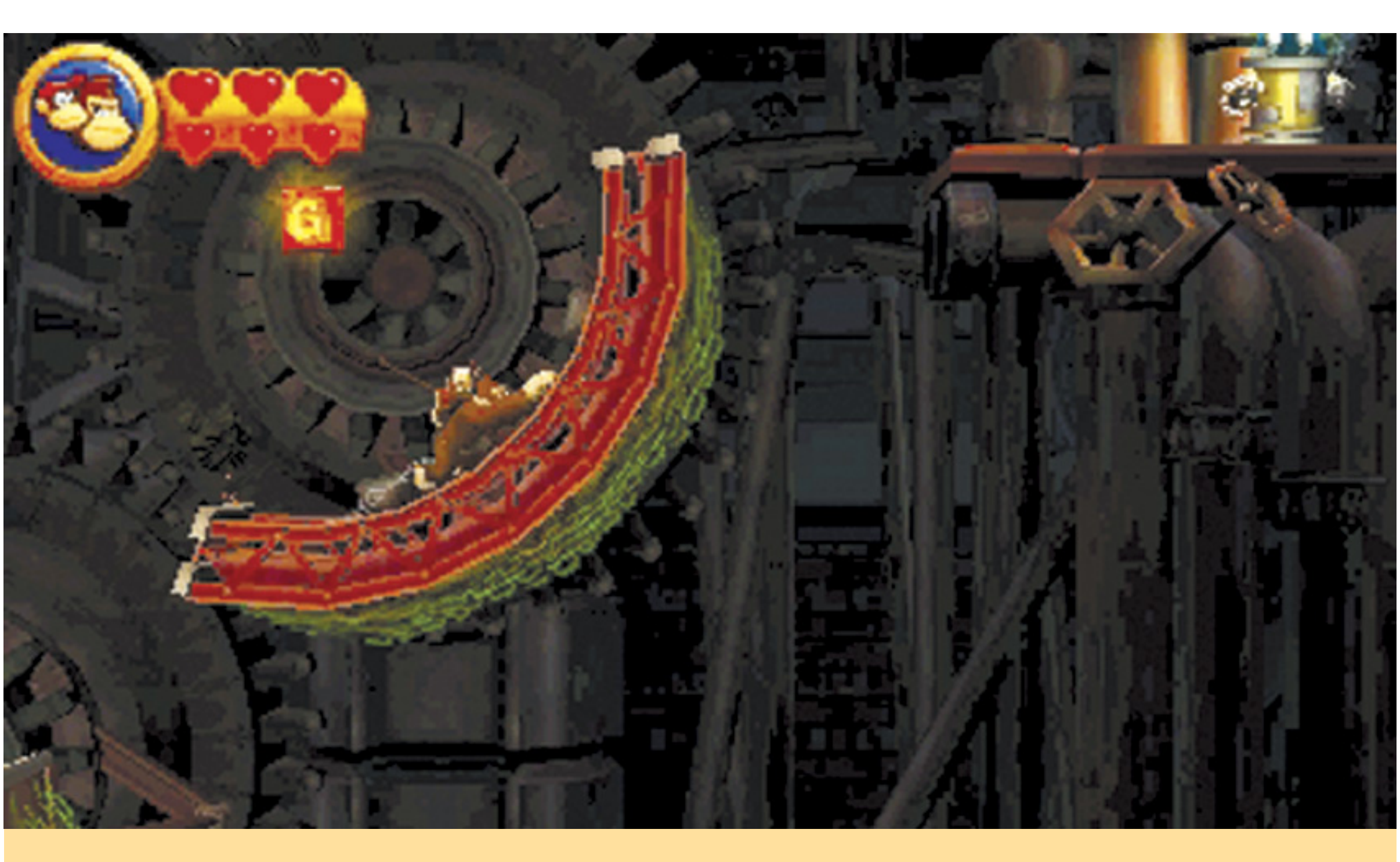
⑪ Make your way to this barrel in the middle of circling platforms. Shoot out of it to the platform on the right, then jump back onto the outside of the platforms so you can get the Puzzle Piece hovering in the air here.



⑫ N The N KONG letter is located near the second checkpoint. As you get close to it, ride a platform up high and then jump across to collect this letter.



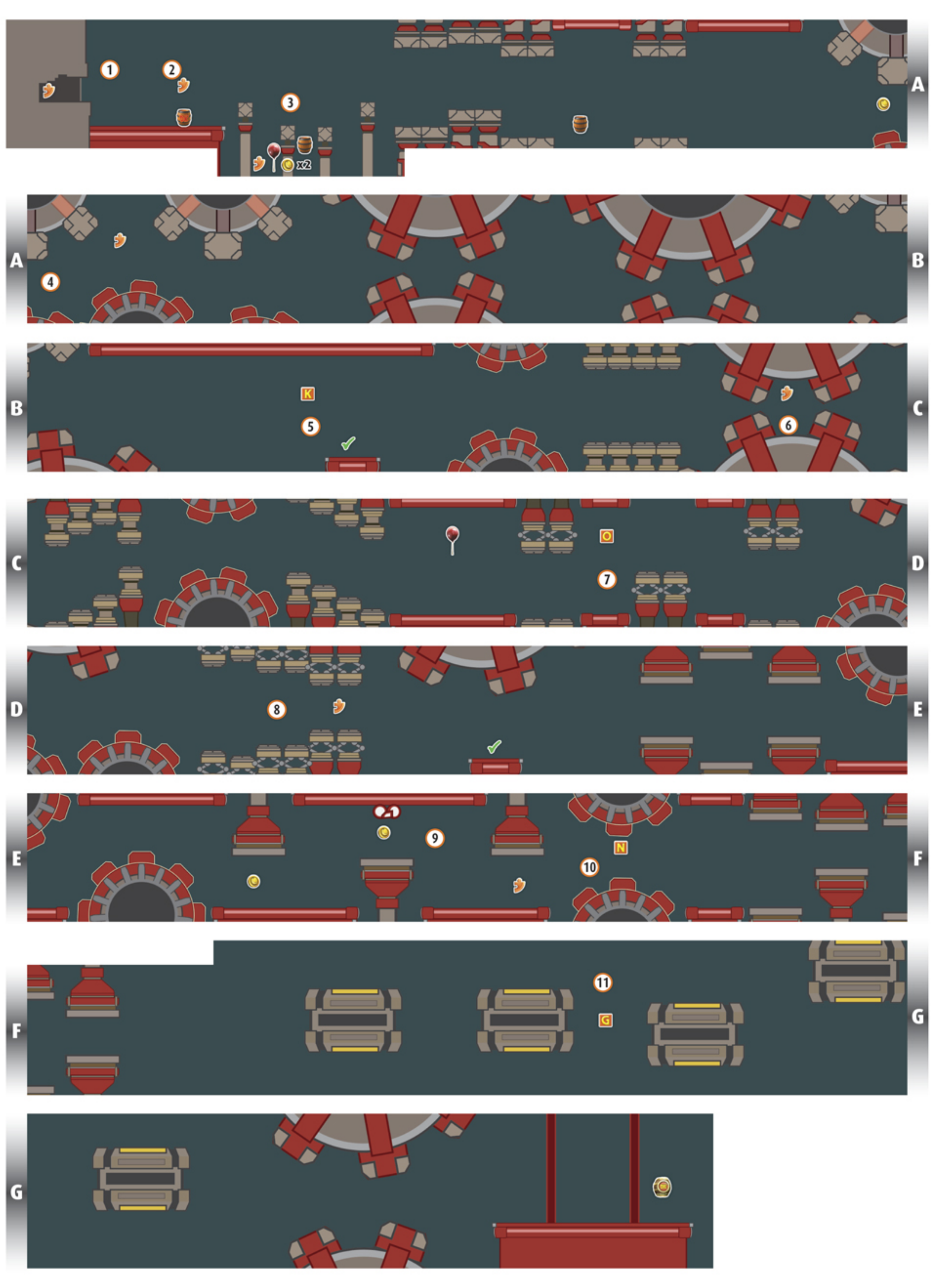
⑬ Grab on to the green chains on these curved platforms. Hold on as they rotate around. Ride this platform to the top, and then jump up to get the last Puzzle Piece.

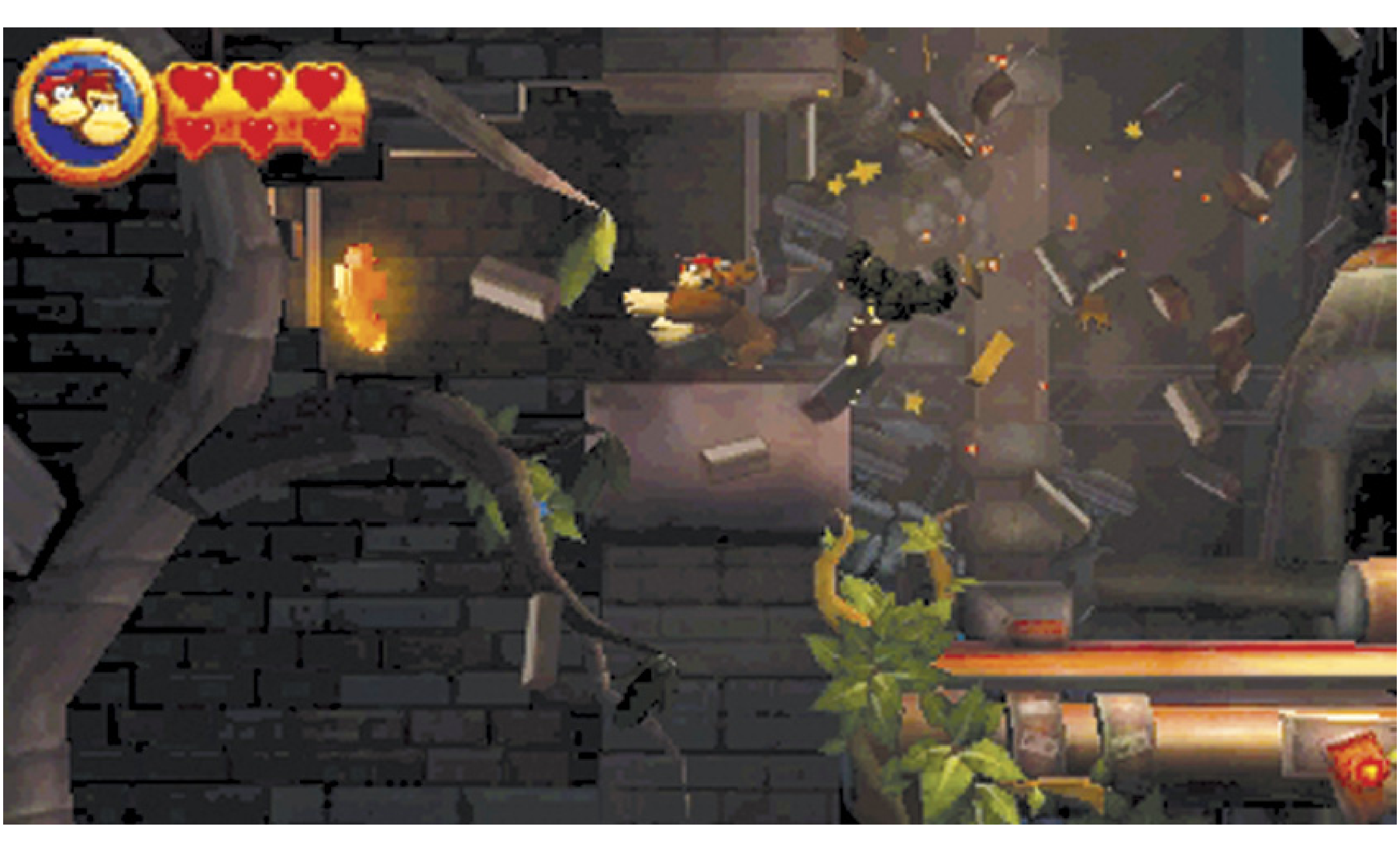


⑭ G The G KONG letter is located at the center of this curved platform's rotation. Jump to the platform to the right, and knock off the Pyrobot Mk II. Then as the platform starts to move below the G KONG letter, run and jump to get the letter. Land on the platform as it rotates, and get back onto the platform to the right. Continue to the Slot-Machine Barrel to complete the level.

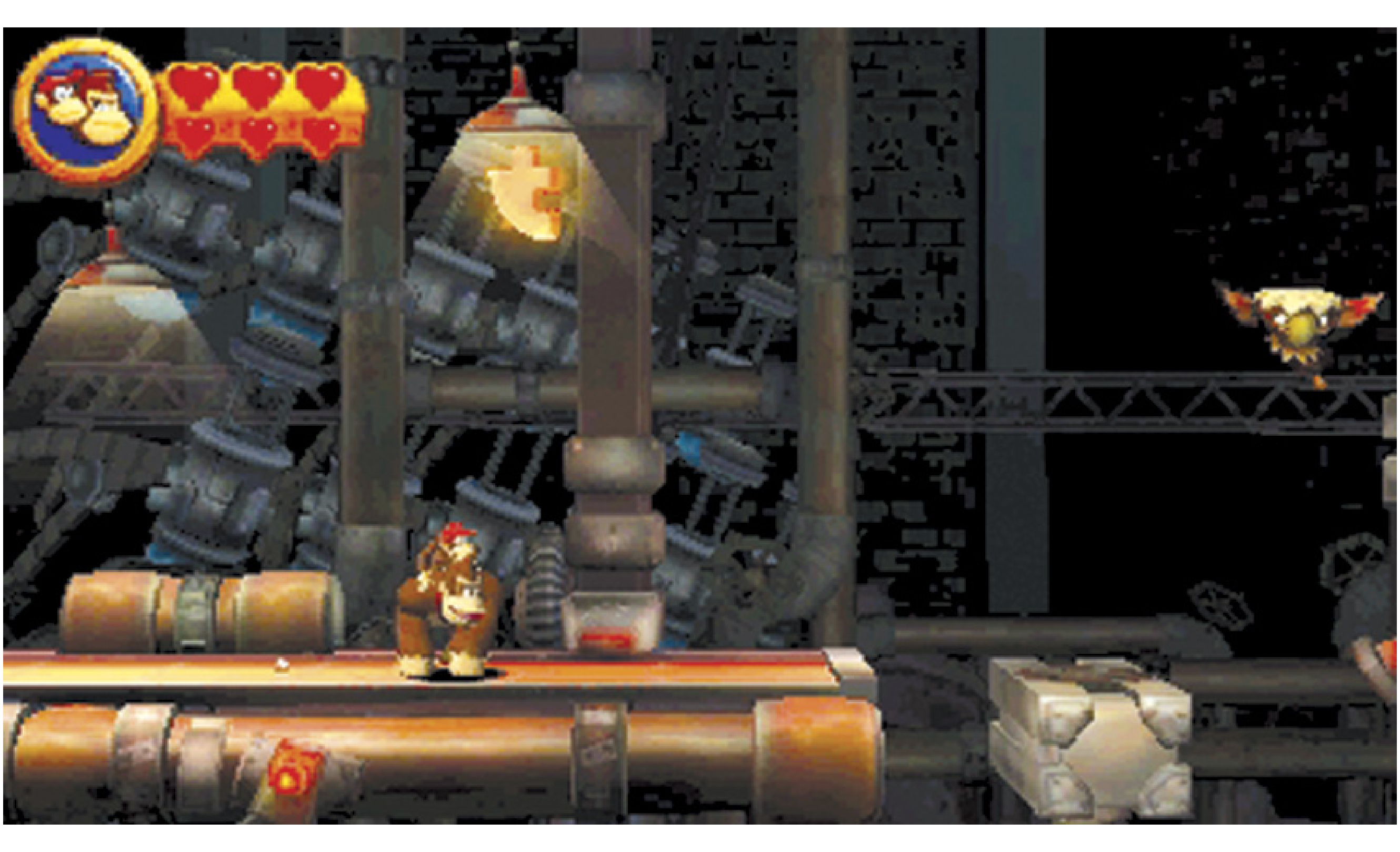
World 7

Gear Getaway

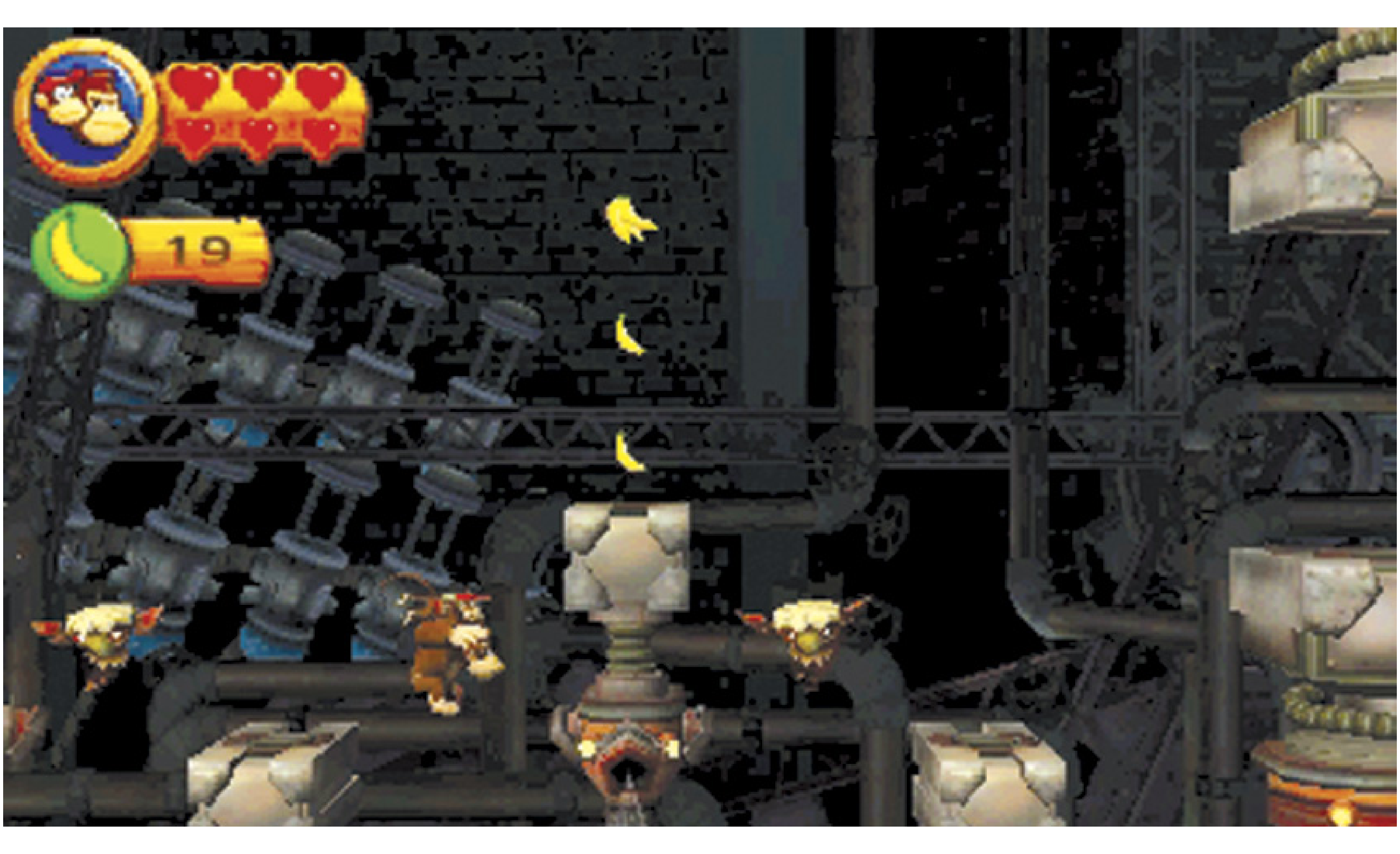




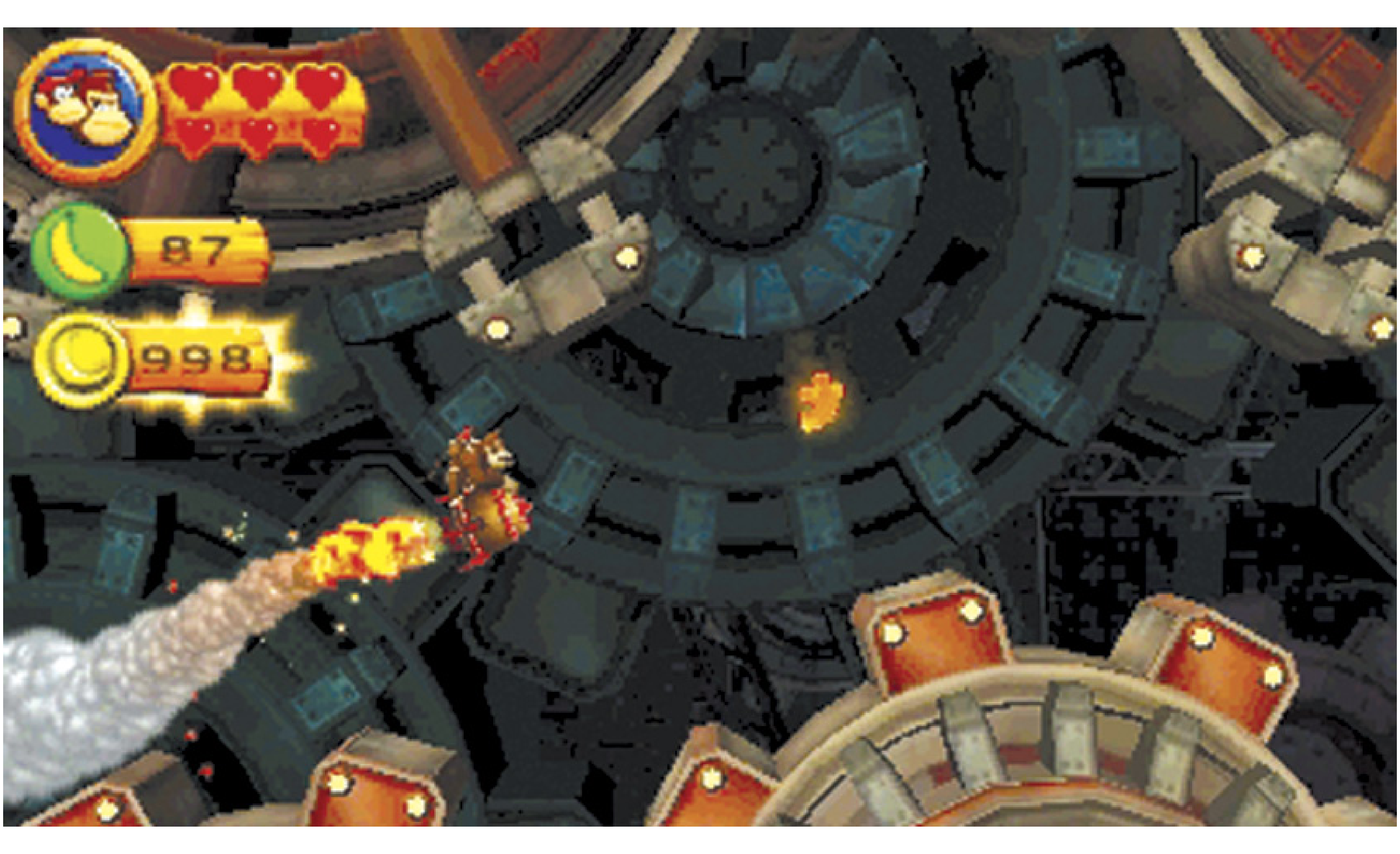
① At the start, walk over and pick up the DK Barrel and hold on to it. Now move left. Jump and throw the barrel at the bull's-eye on the brick wall. Jump into the hole you create to get the first Puzzle Piece.



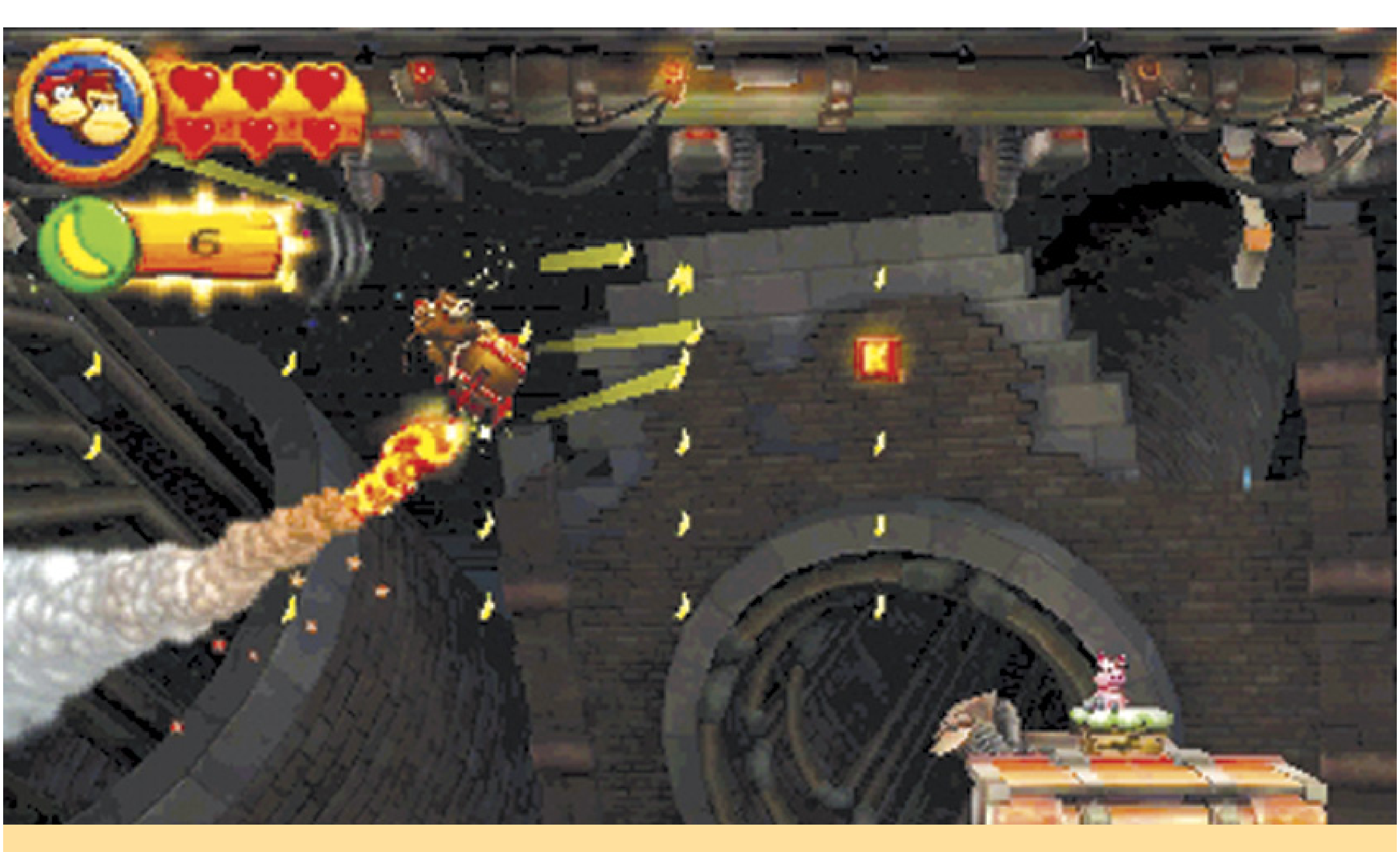
② Jump onto the first moving platform. When it is at the top of its movement, jump left to hit the higher hanging light. This will release a Puzzle Piece.



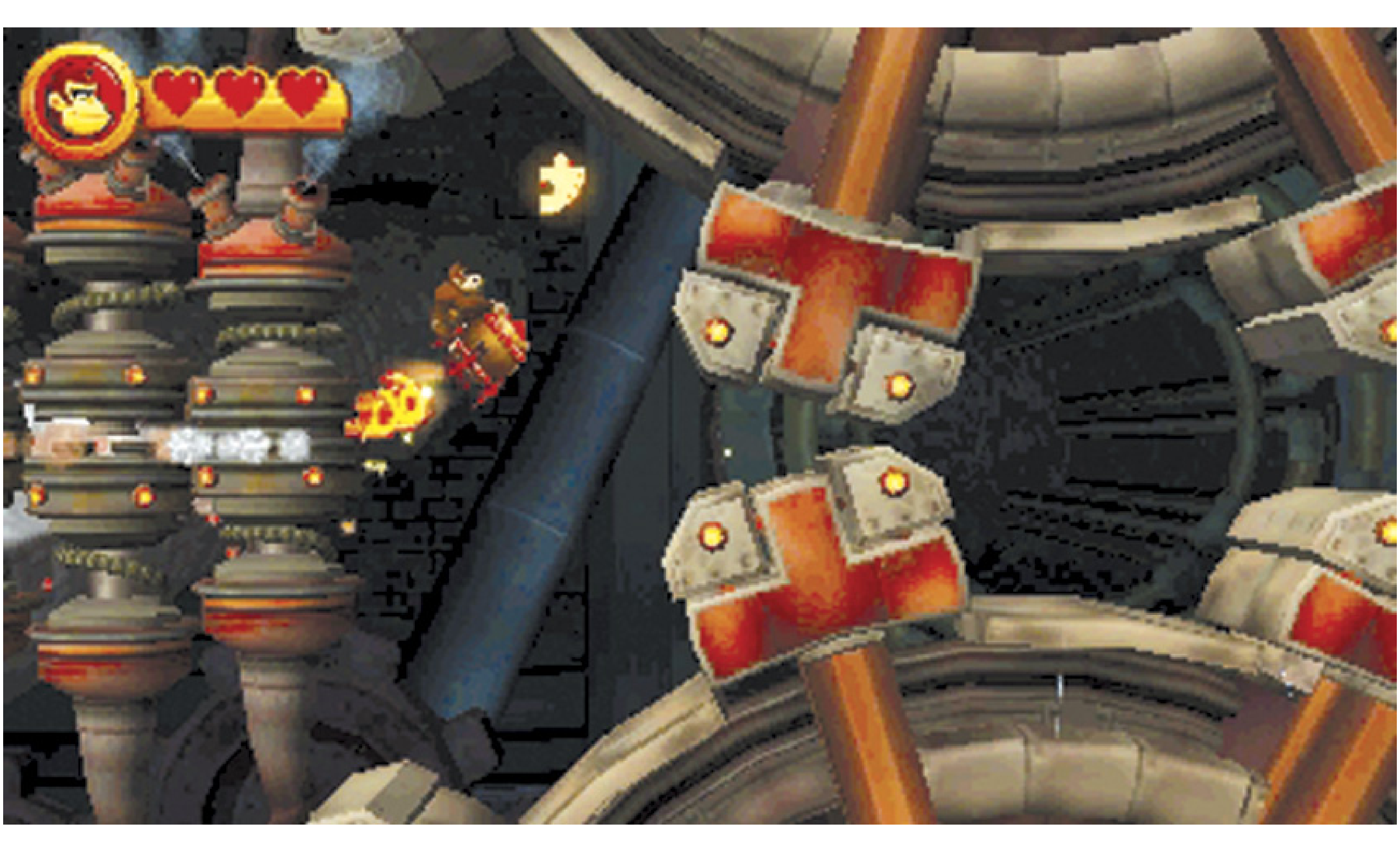
③ Now jump across to the second moving platform, and drop off its right side to fall into a barrel. It will shoot you into a bonus area. Collect a couple coins, a balloon, and lots of bananas to get the Puzzle Piece.



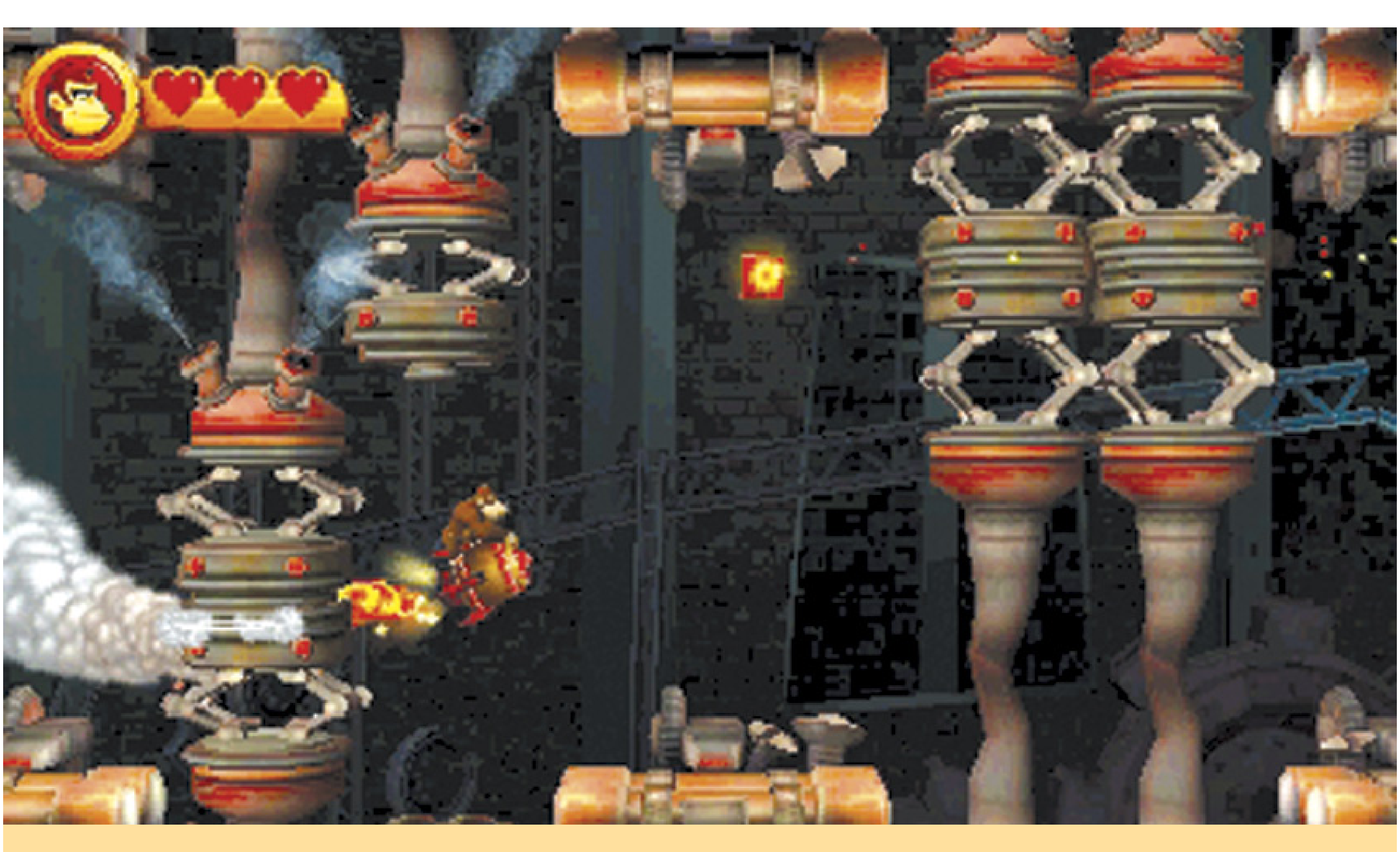
④ After jumping into the rocket barrel, ride it through the rest of the area while avoiding crashing into things. When you see a line of bananas and a coin, follow it and collect all of the items in the line. A Puzzle Piece will appear ahead of you. Grab it and keep going.



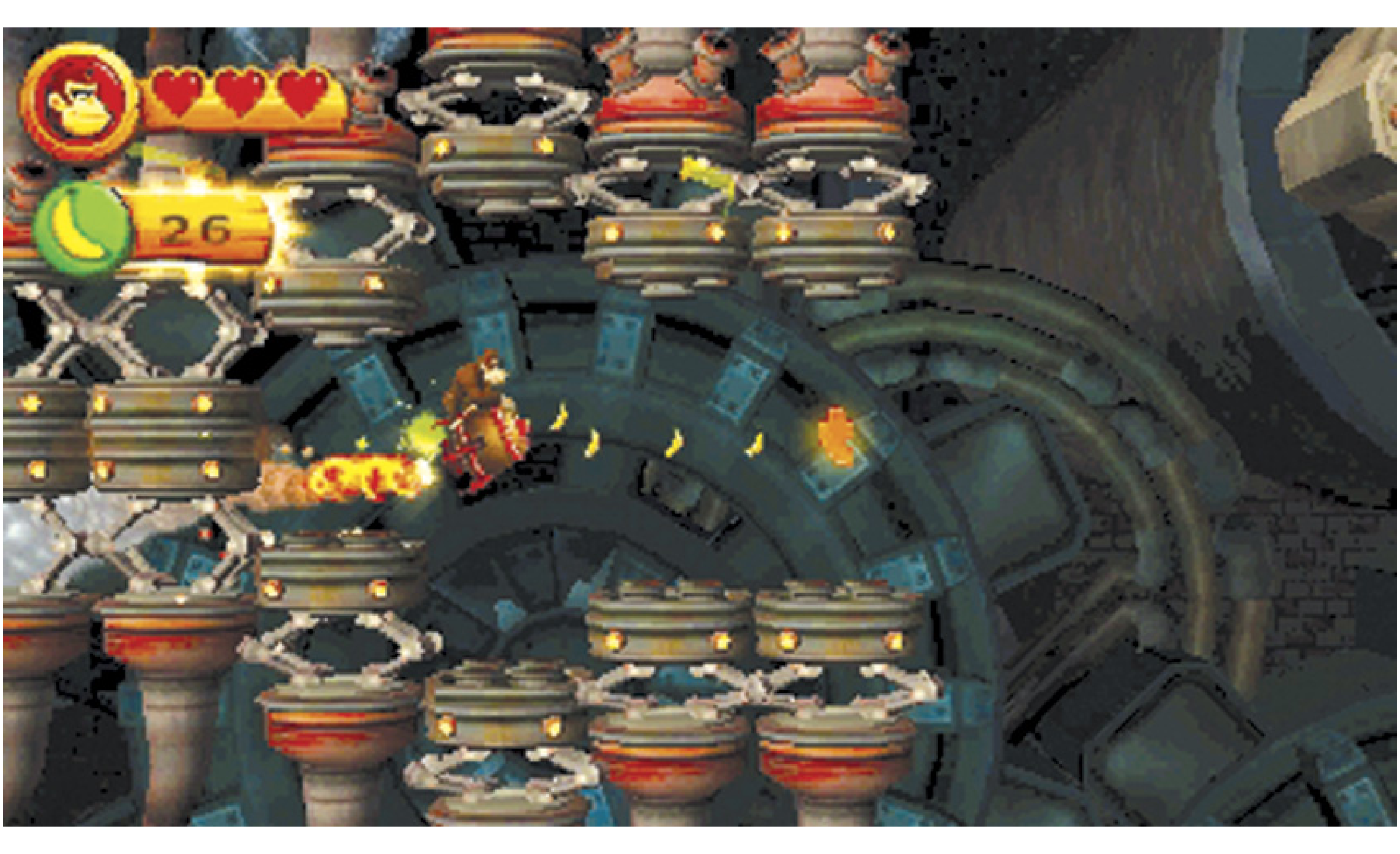
⑤ K Right before you reach the first checkpoint, you fly through a large spread of bananas. Move toward the top; the K KONG letter is at the end of the bananas.



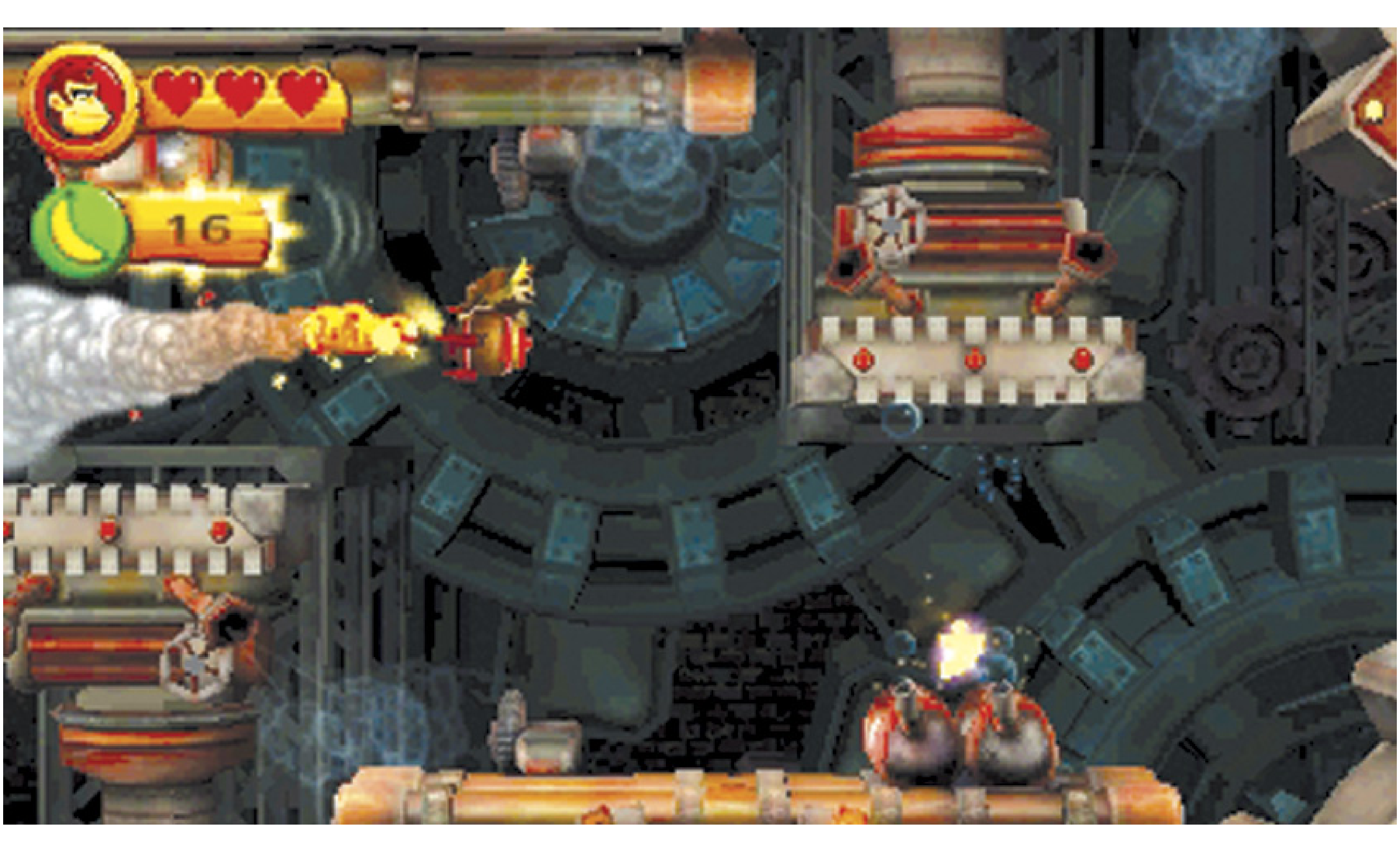
⑥ In this level, you must fly in between the teeth of some giant gears. Watch the top gear—there is a Puzzle Piece between two of its teeth. Carefully fly into this spot, grabbing the Puzzle Piece without crashing.



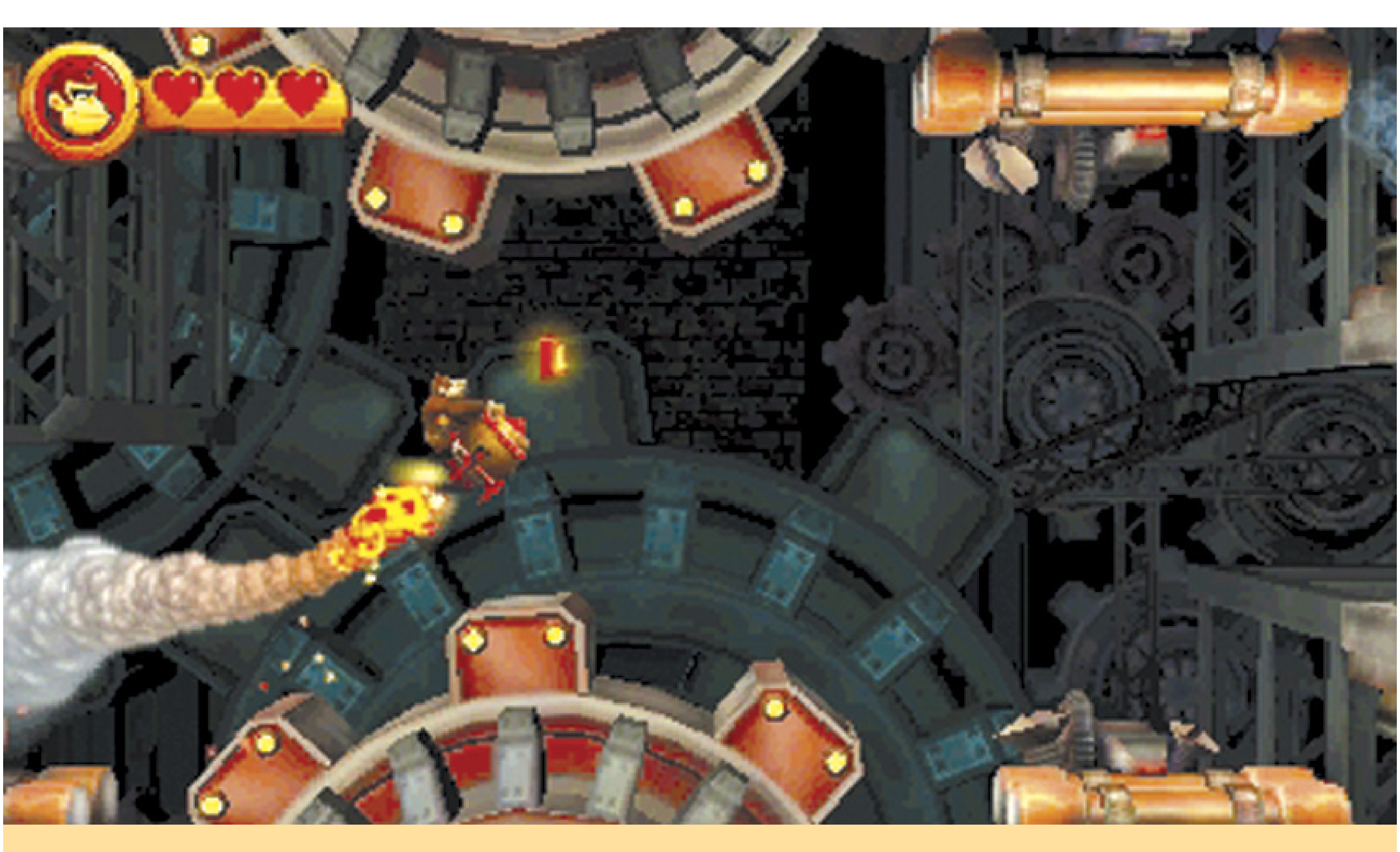
⑦ O The next letter is located in the section where you must fly through pistons that open and come together. To get the O KONG letter, fly through a low opening and then climb up to get the letter; then level out to get through the next opening.



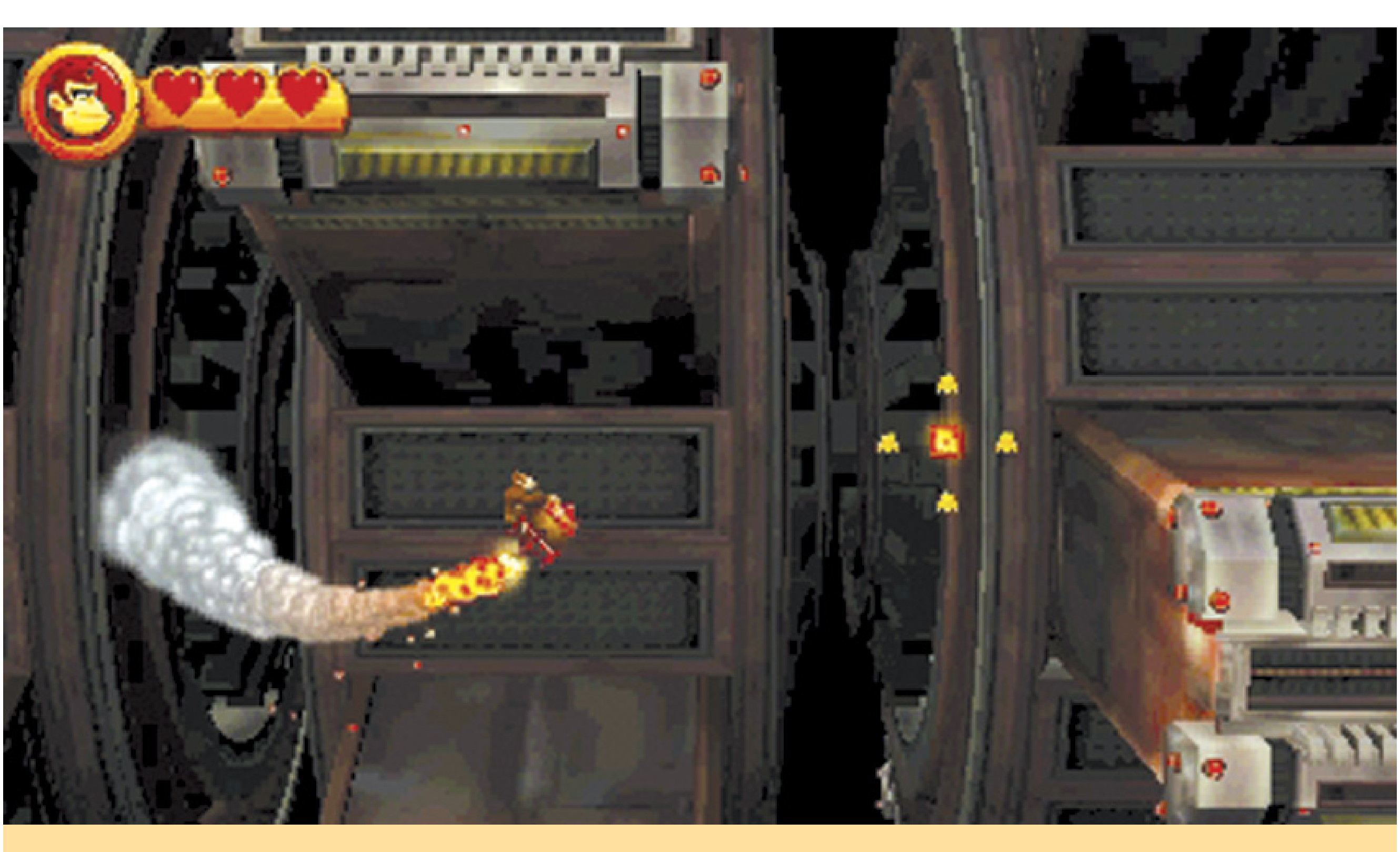
⑧ The next Puzzle Piece is also located in a piston area. Fly a path down the middle of the area. If you follow the line of bananas, you will be in the right position to get the Puzzle Piece.



⑨ In order to get the last Puzzle Piece, you must collect all the bananas and coins located in a wavy line. Once you have them all, a Puzzle Piece will appear for you to pick up.



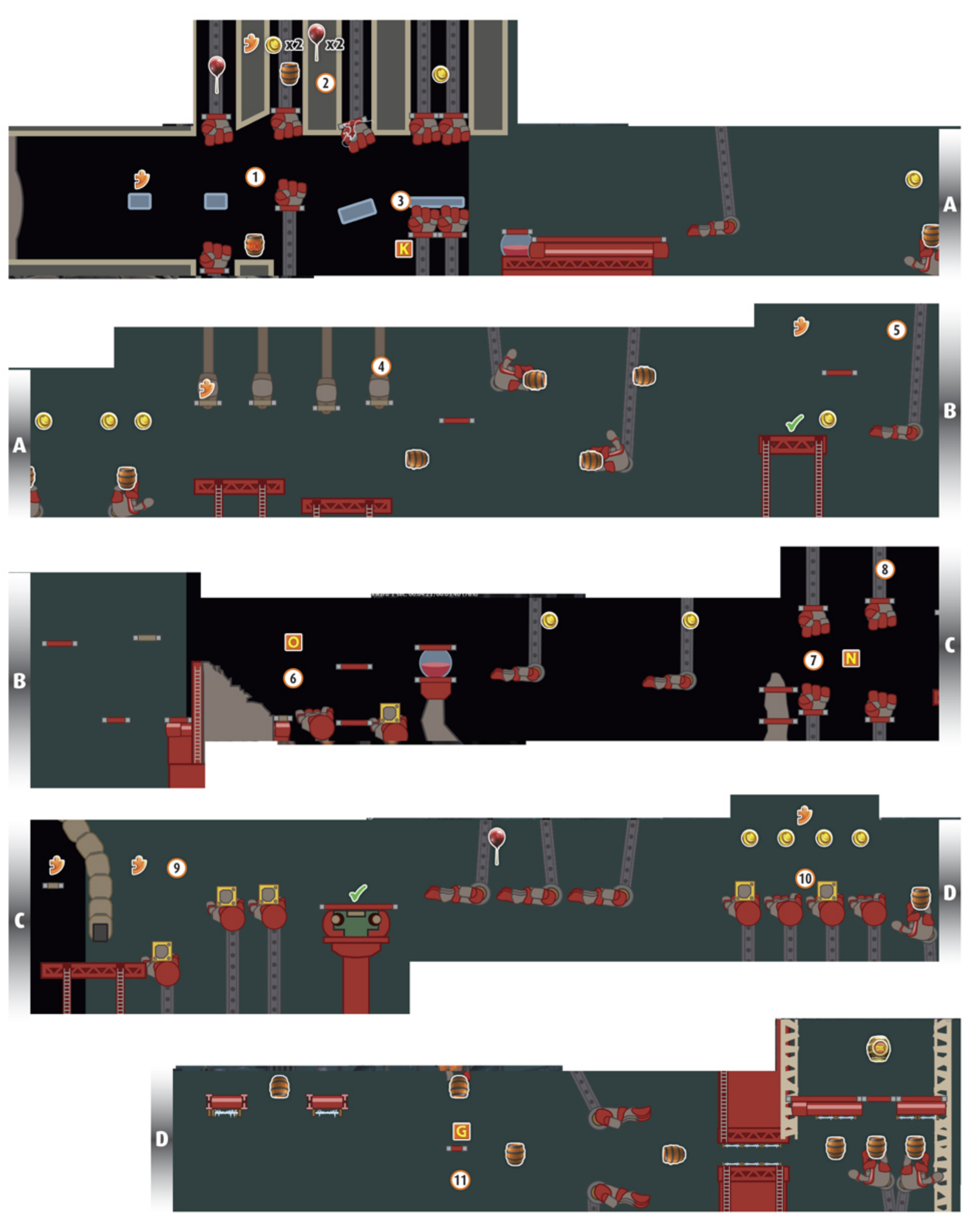
⑩ N Right after getting the last Puzzle Piece, you will have to carefully fly between two large gears. Right in the middle is the N KONG letter. Just fly straight and it will be yours.

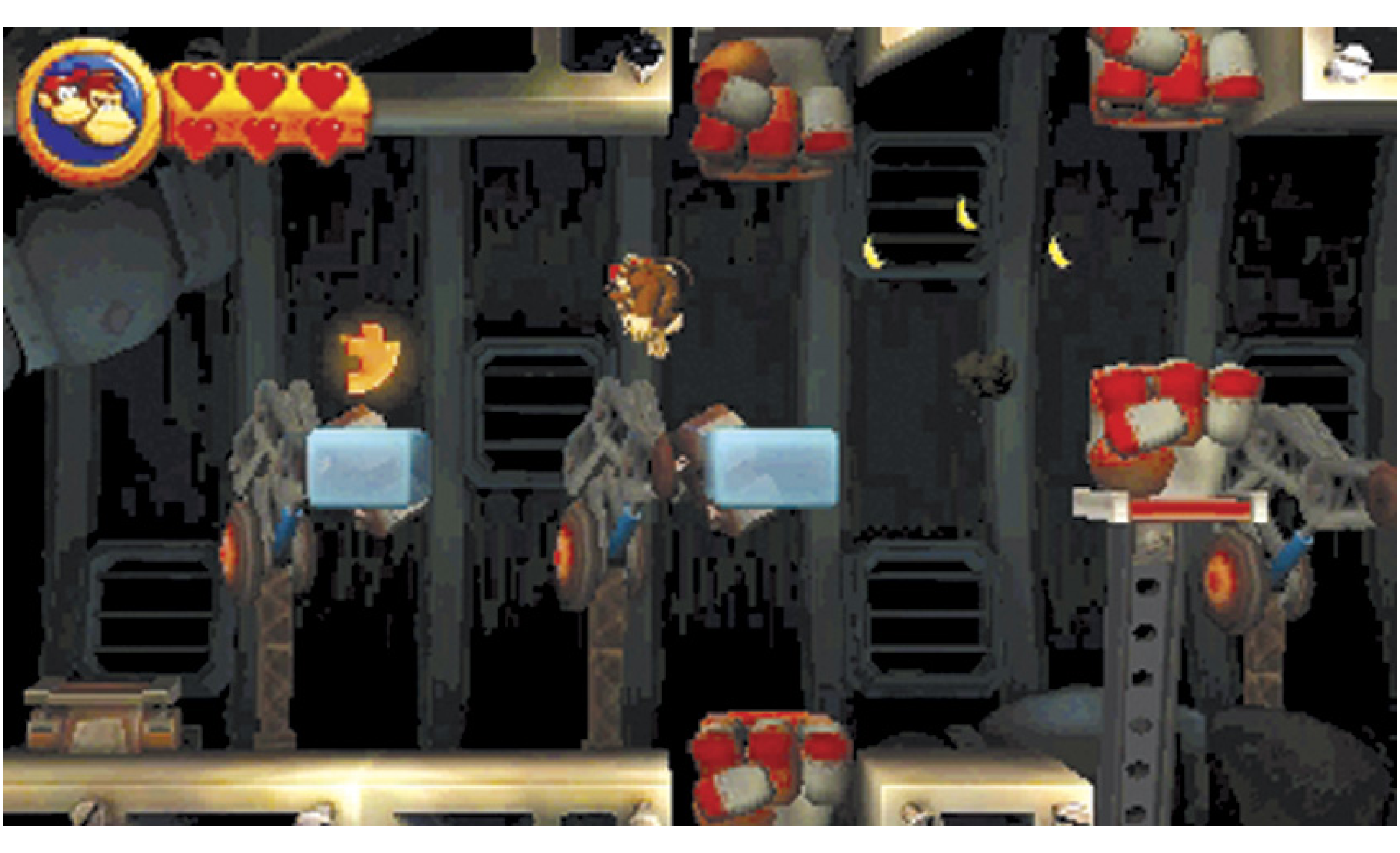


⑪ G Near the end of the level, you must fly through some enormous gears. As the teeth come down, they are like platforms. Don't let them hit you. The G KONG letter is located in the middle of this section. Try to avoid going too high or too low, or you may miss your chance to collect it and spell K-O-N-G. Continue to the Slot-Machine Barrel to complete the level.

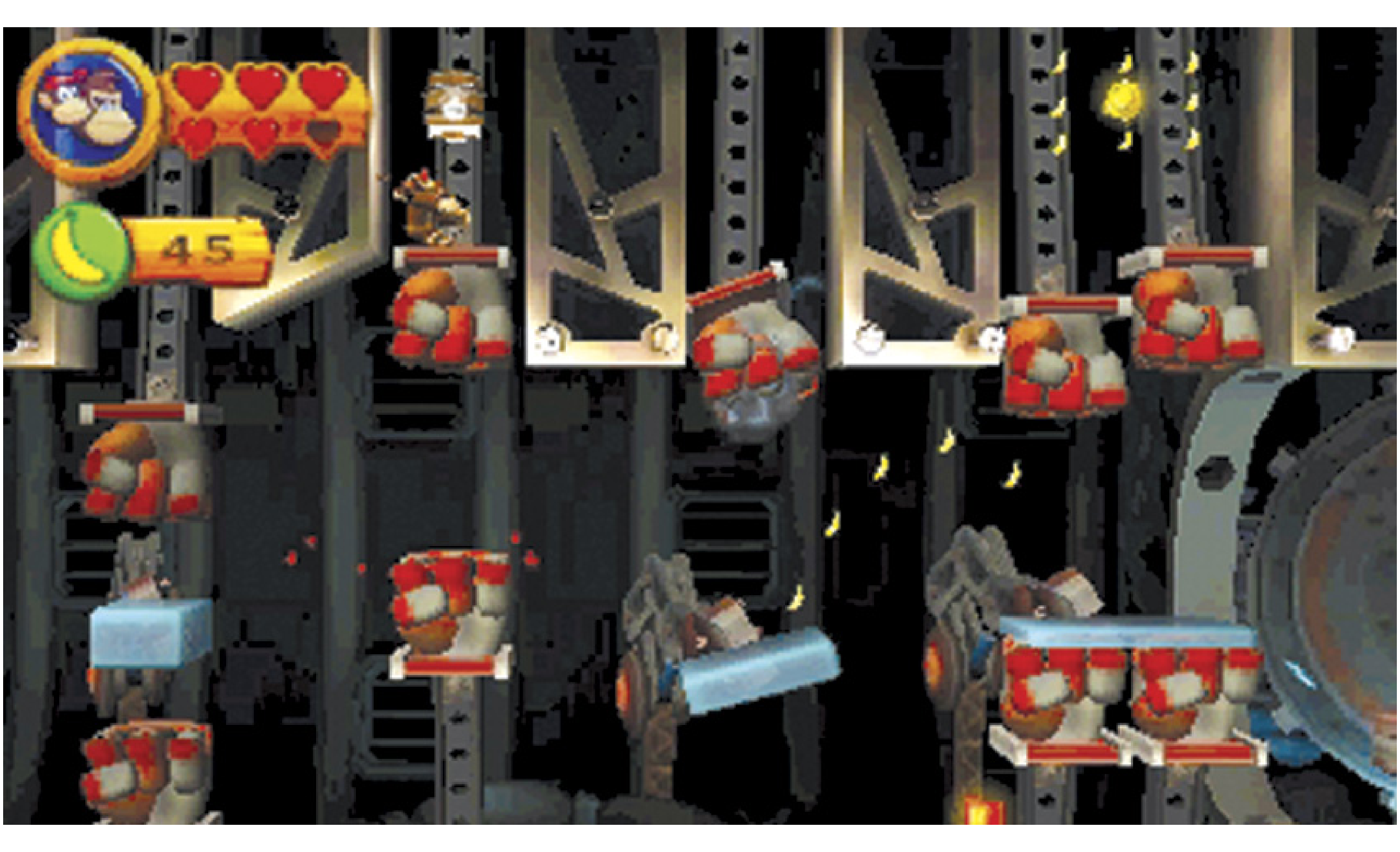
World 7

Handy Hazards

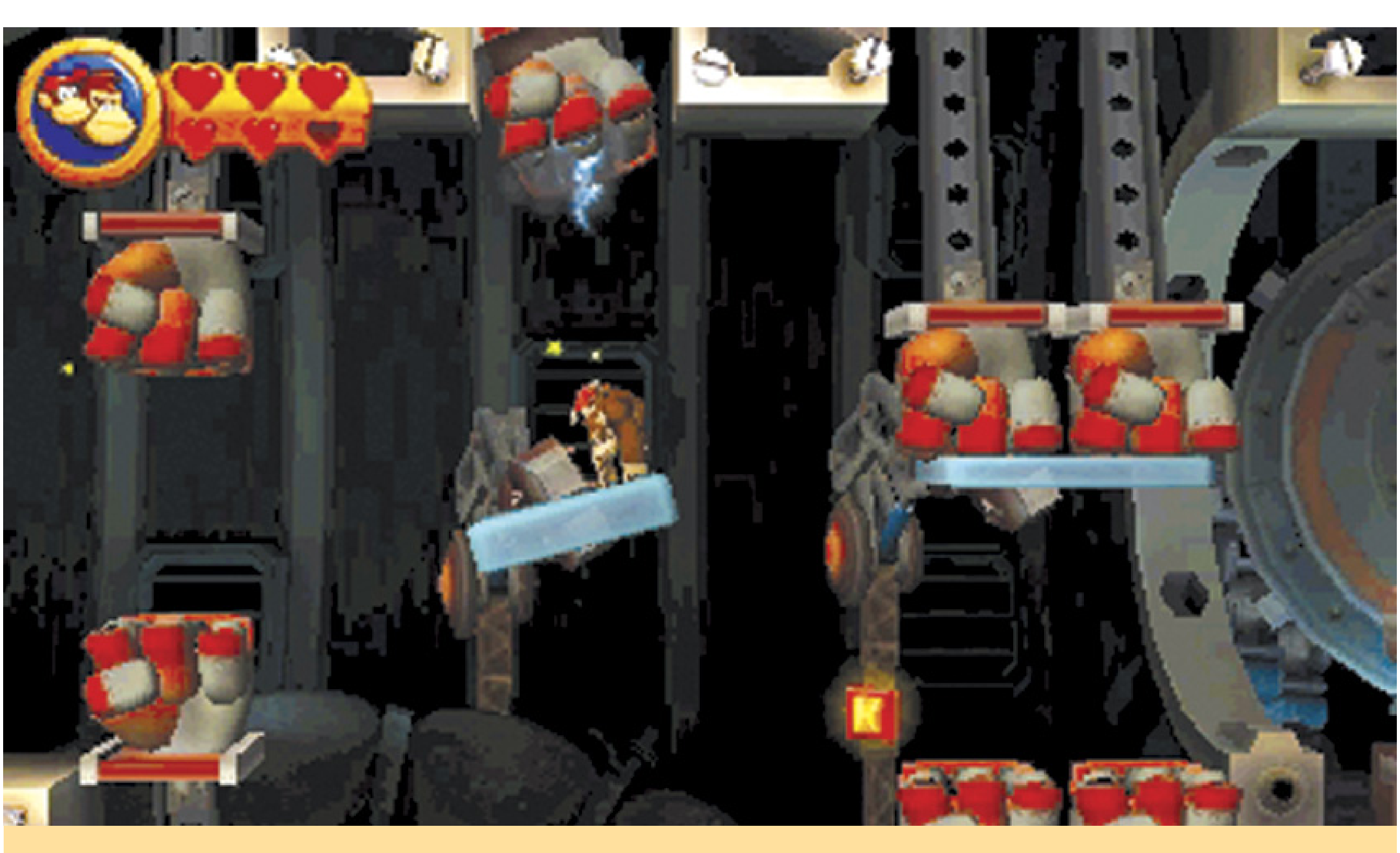




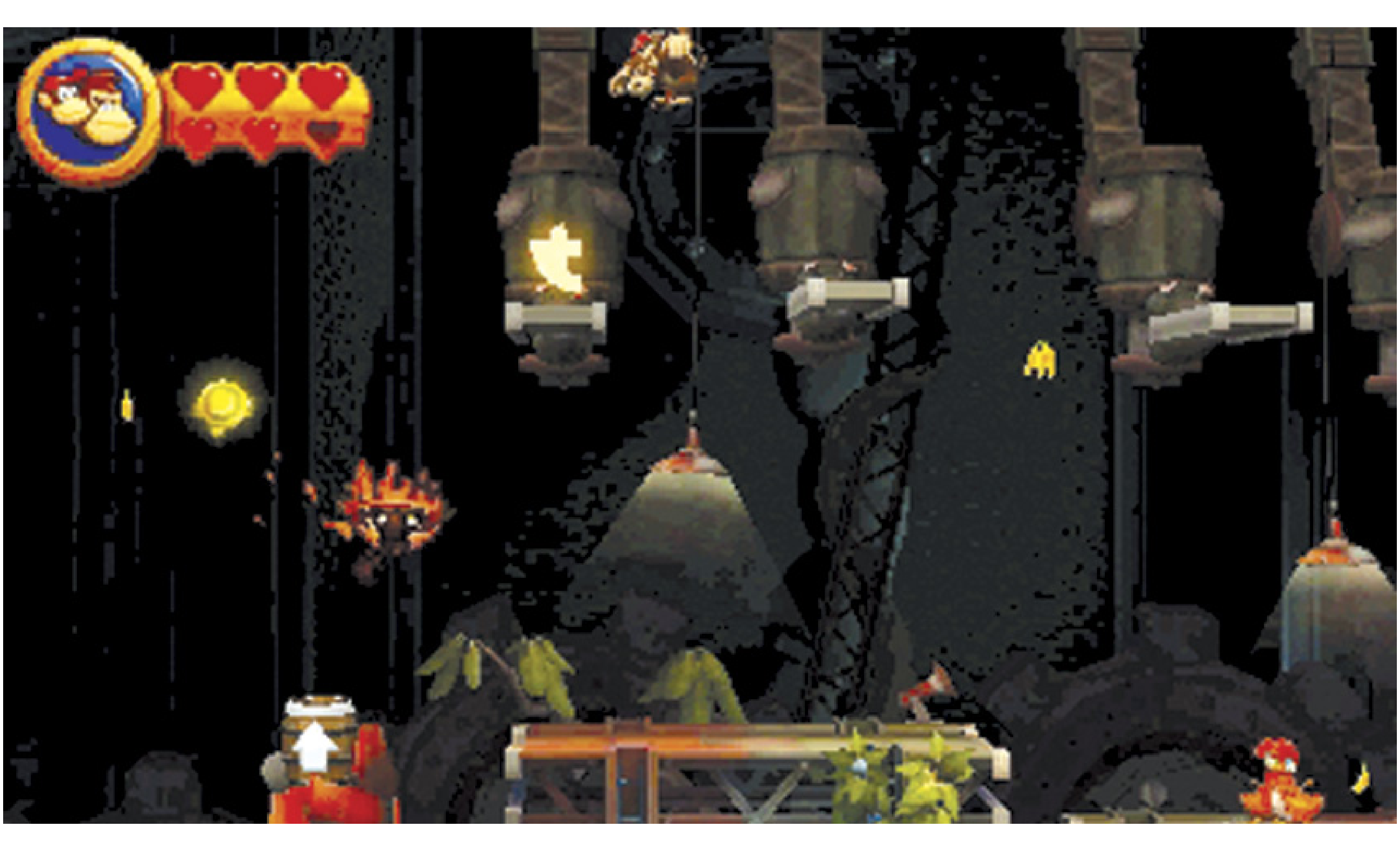
① The first Puzzle Piece is right above where you begin the level. To get it, move past the first set of fists, pick up the DK Barrel, and wait until the second fist comes down. Jump up on it, then jump to the left onto the short blue platform while the two fists are apart. Quickly jump across to get the Puzzle Piece. One down and only six more to go.



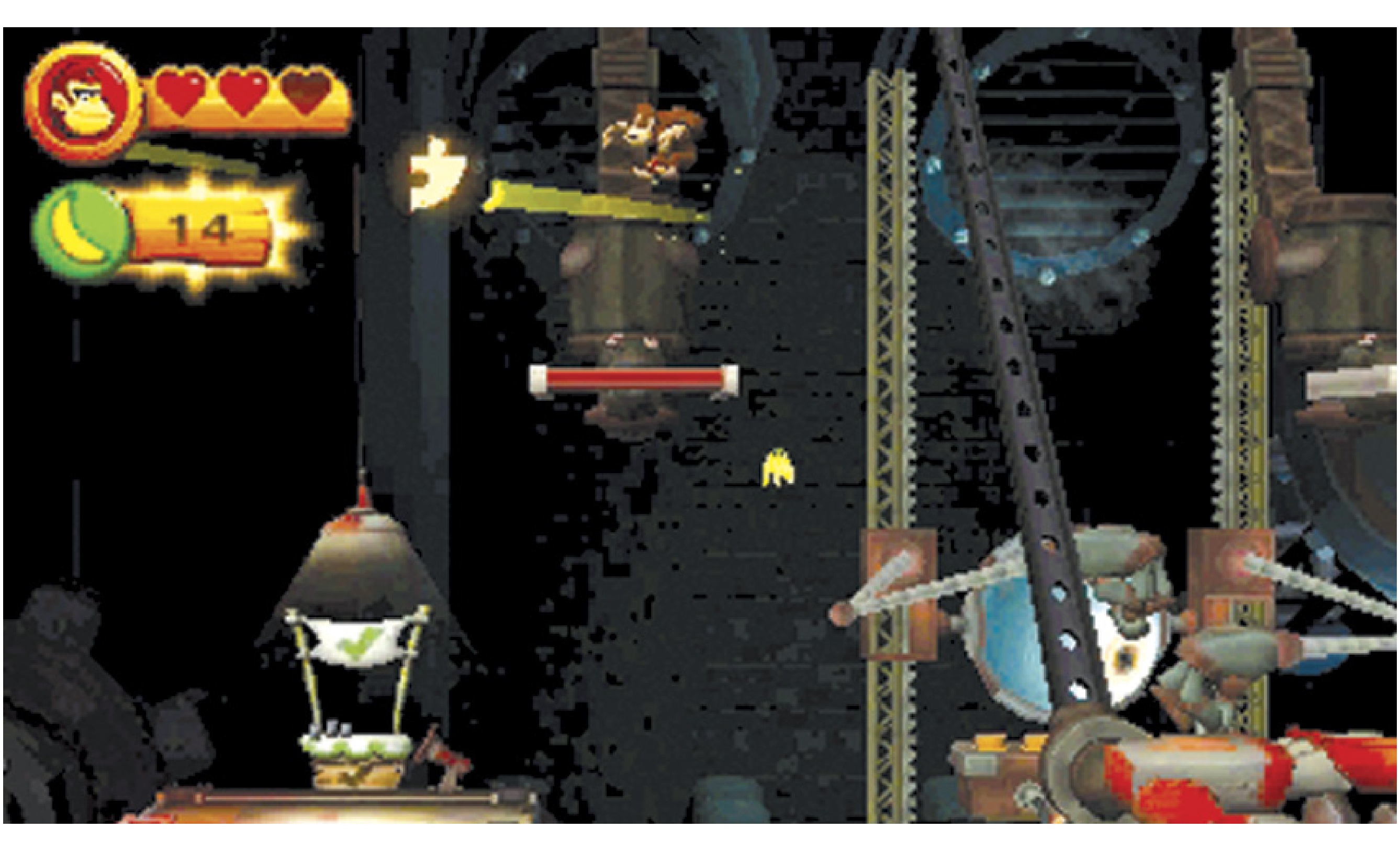
② After getting the first Puzzle Piece, wait until the right-side fist is up and then jump across to the blue platform underneath it. From there, jump onto the top of the second fist just to the right and ride it to a barrel. Jump into the barrel and from there, shoot into a bonus area. Collect a couple balloons, two coins, and all of the bananas to get the Puzzle Piece.



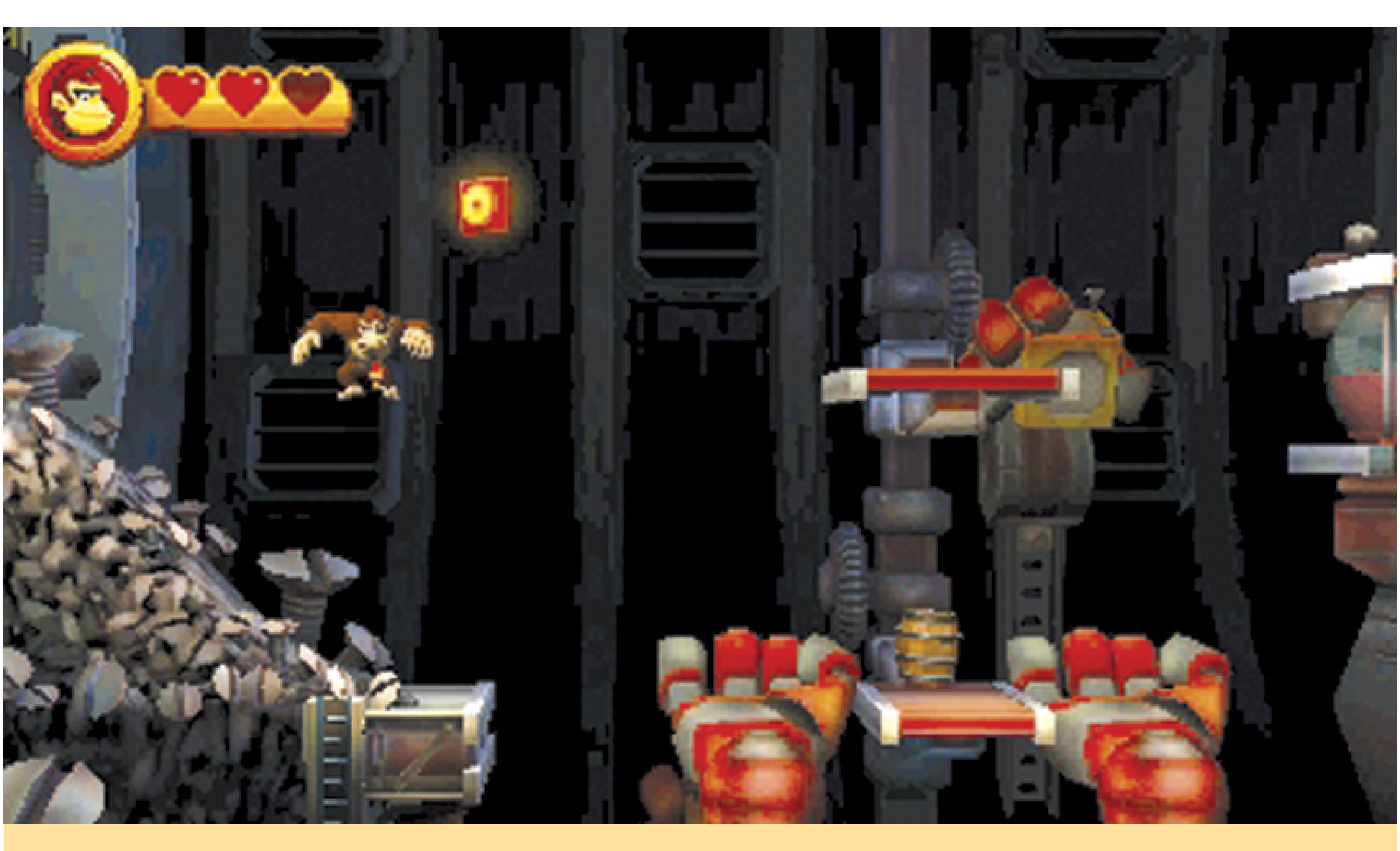
③ K The K KONG letter is fairly close to the start as well. Jump onto the blue platform below the malfunctioning fist. Wait until the two fists below and to the right go down, and then jump down to them, picking up the letter as you fall.



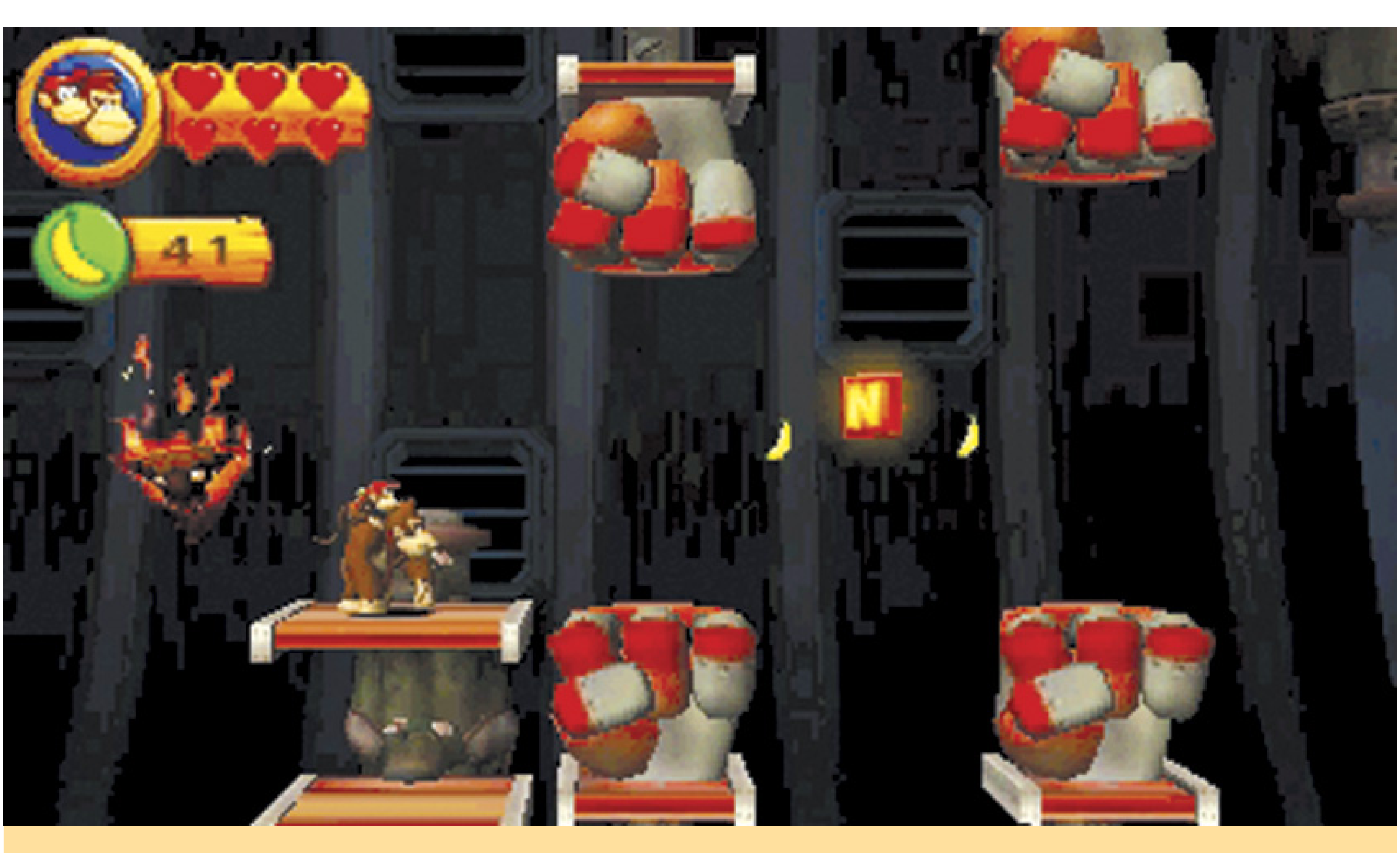
④ After riding some barrels across a gap and getting coins, you will see the next Puzzle Piece up high. To get it, continue to the right. Jump into a barrel and shoot across to the right. Instead of shooting to the left to another barrel, ride the barrel to the top and then shoot off to the left to land on a small platform. Now jump across several small platforms as you head left. Grab the Puzzle Piece.



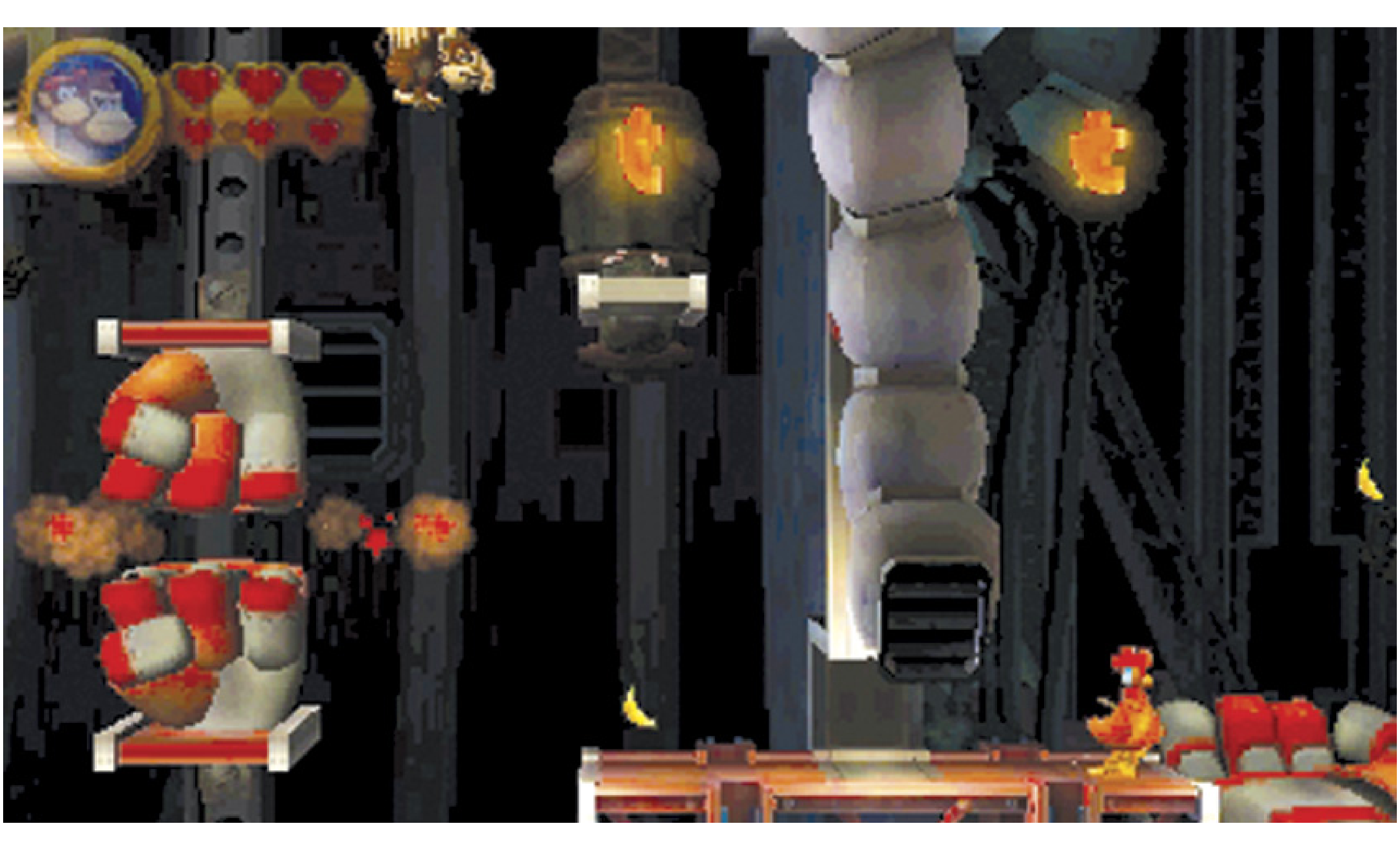
⑤ The next Puzzle Piece is directly over the first checkpoint. Head right until you reach a pile of rubbish. Get to the top and then from there jump to the left onto a small platform. Jump across to two moving platforms—timing your jumps carefully—and you will collect bananas before finally arriving at the Puzzle Piece.



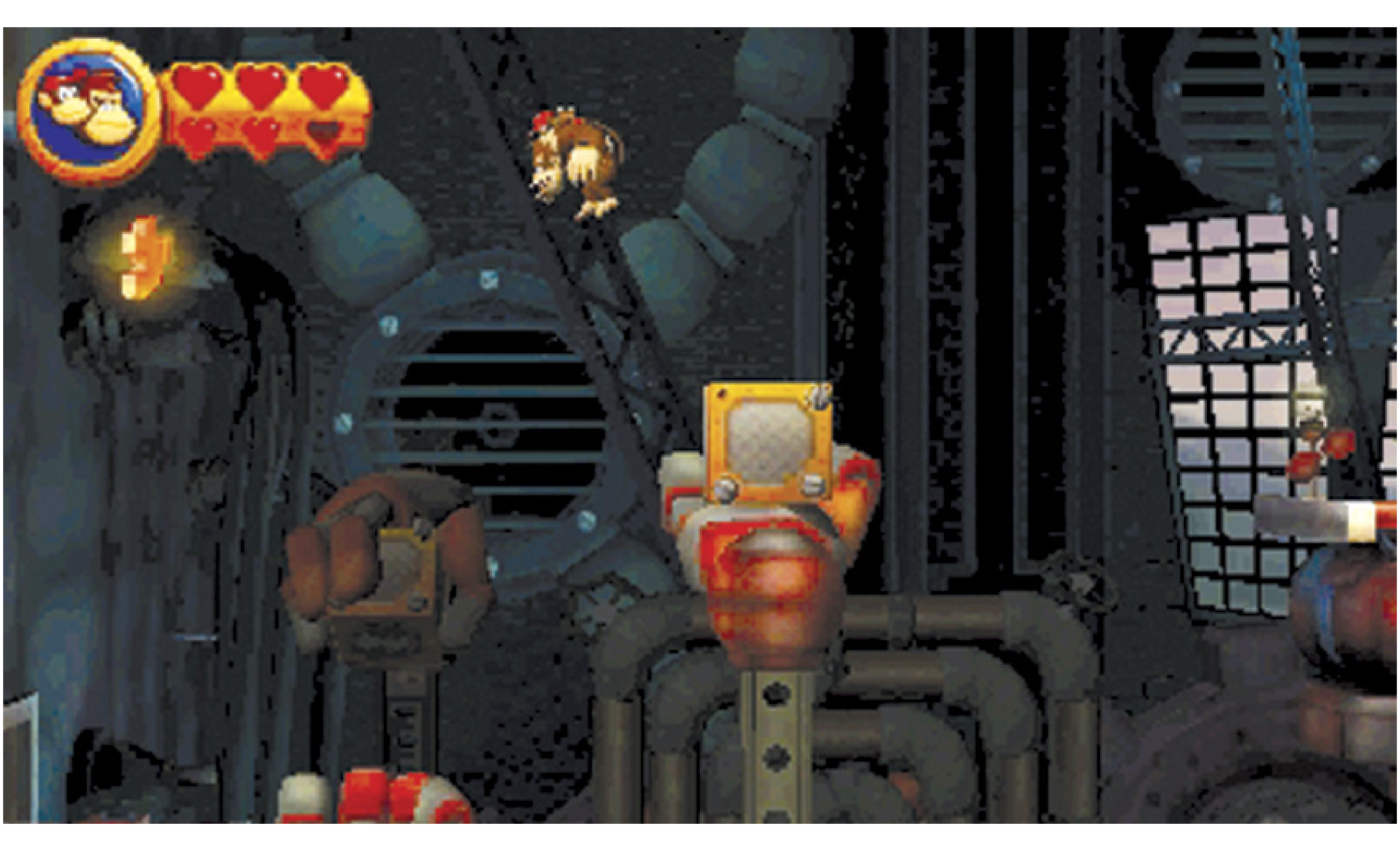
⑥ O Head back to the rubbish pile, and from there hover-jump to the right to get the O KONG letter.



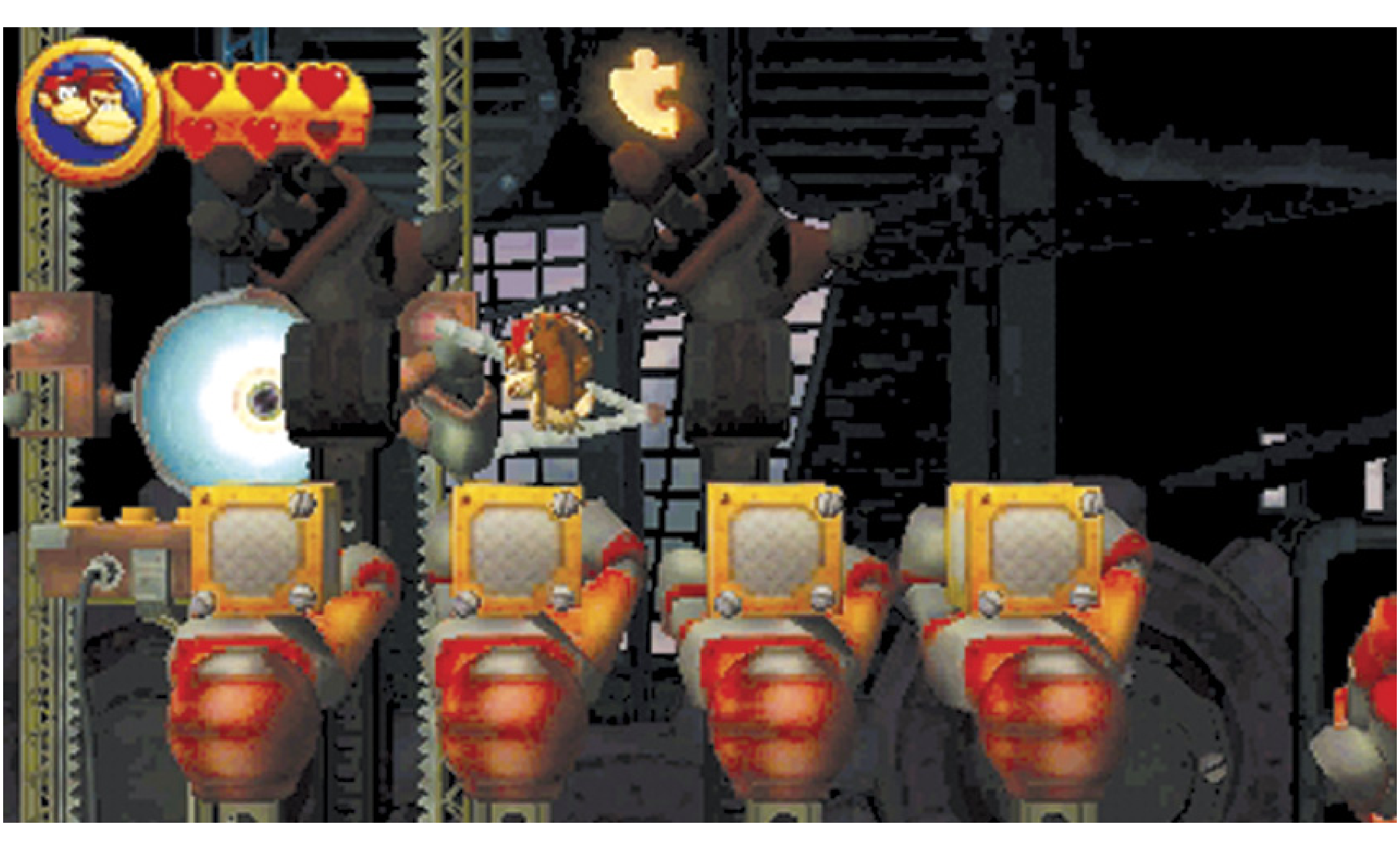
⑦ N The N KONG letter is between two sets of fists. Climb onto the top left one, and as it goes down, hover-jump a bit to the right to get the letter as you drop; then move back to the left to land on the lower fist. Quickly move left a bit more so you don't get smashed.



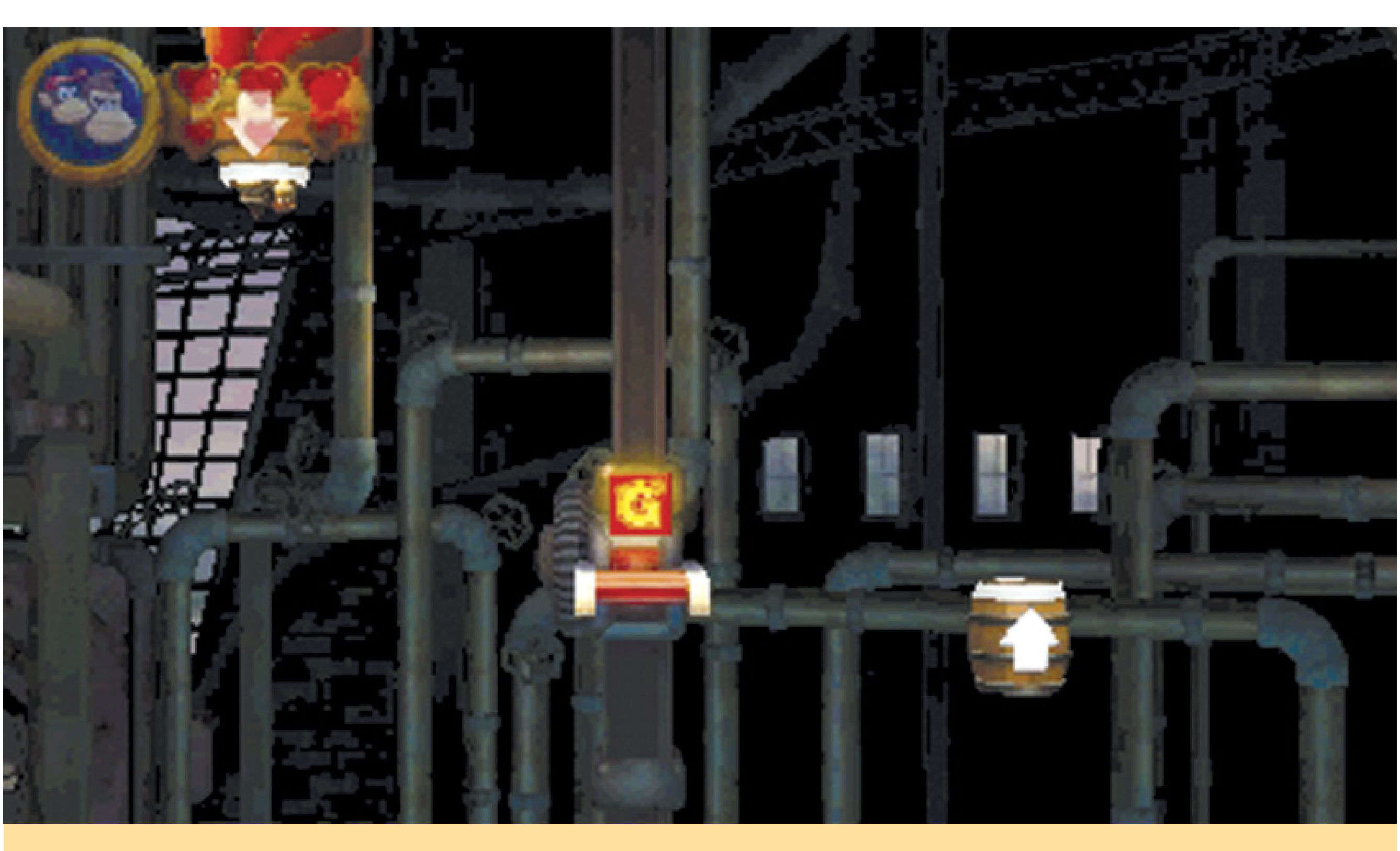
⑧ Now that you have the N KONG letter, get atop the second fist. From there, jump to a small platform where a Puzzle Piece is waiting for you. From here, you can see the next Puzzle Piece as well.



⑨ Move under the wall between the two Puzzle Pieces and jump to the right onto the hands holding boxes. Wait until a box appears on the left hand, then hover-jump across to the left to get the Puzzle Piece.



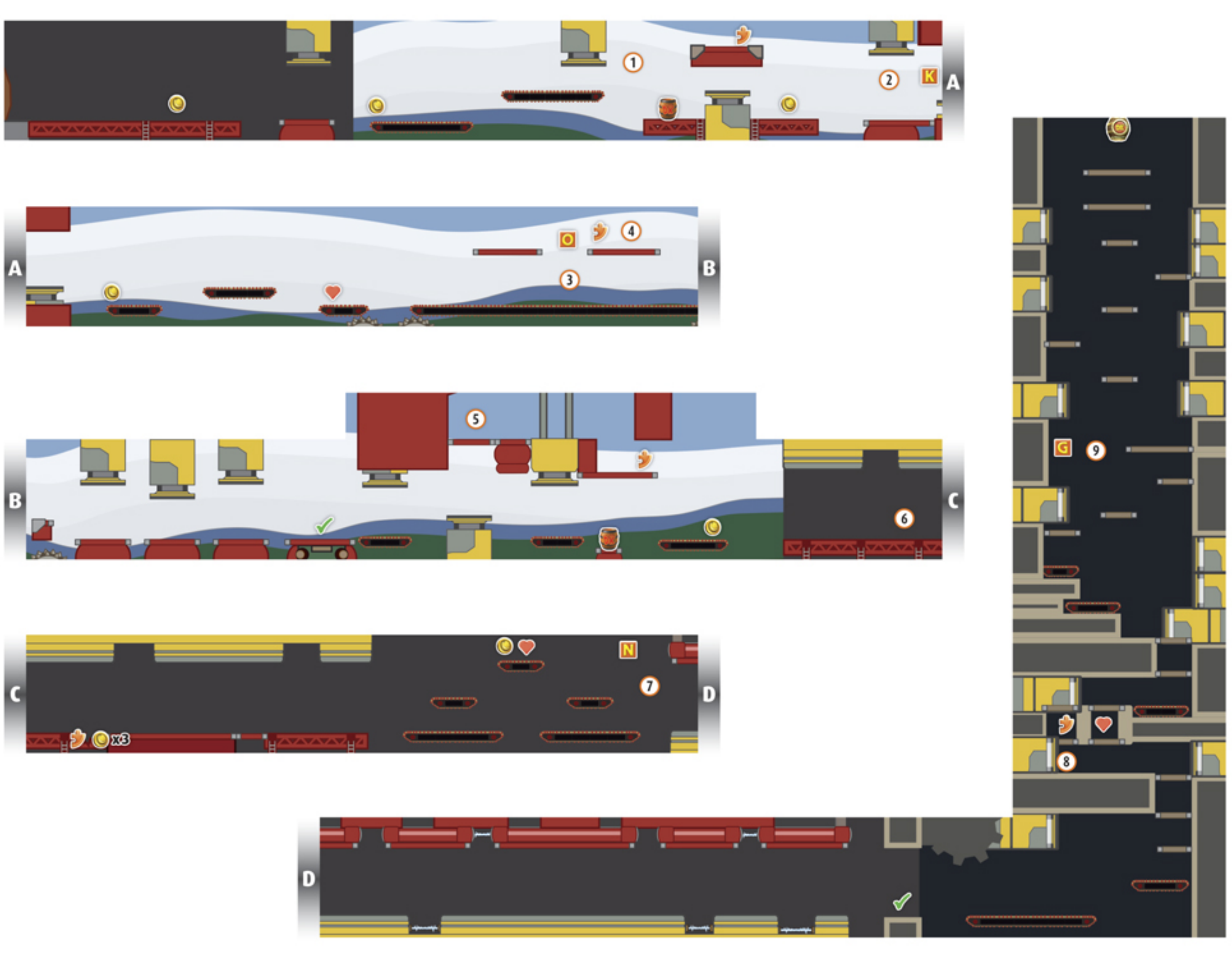
⑩ The next Puzzle Piece is also up high. When you reach the row of four hands and boxes, jump up and get the four coins. Then jump onto the boxes before they are removed so you can get high enough to snag this last Puzzle Piece.

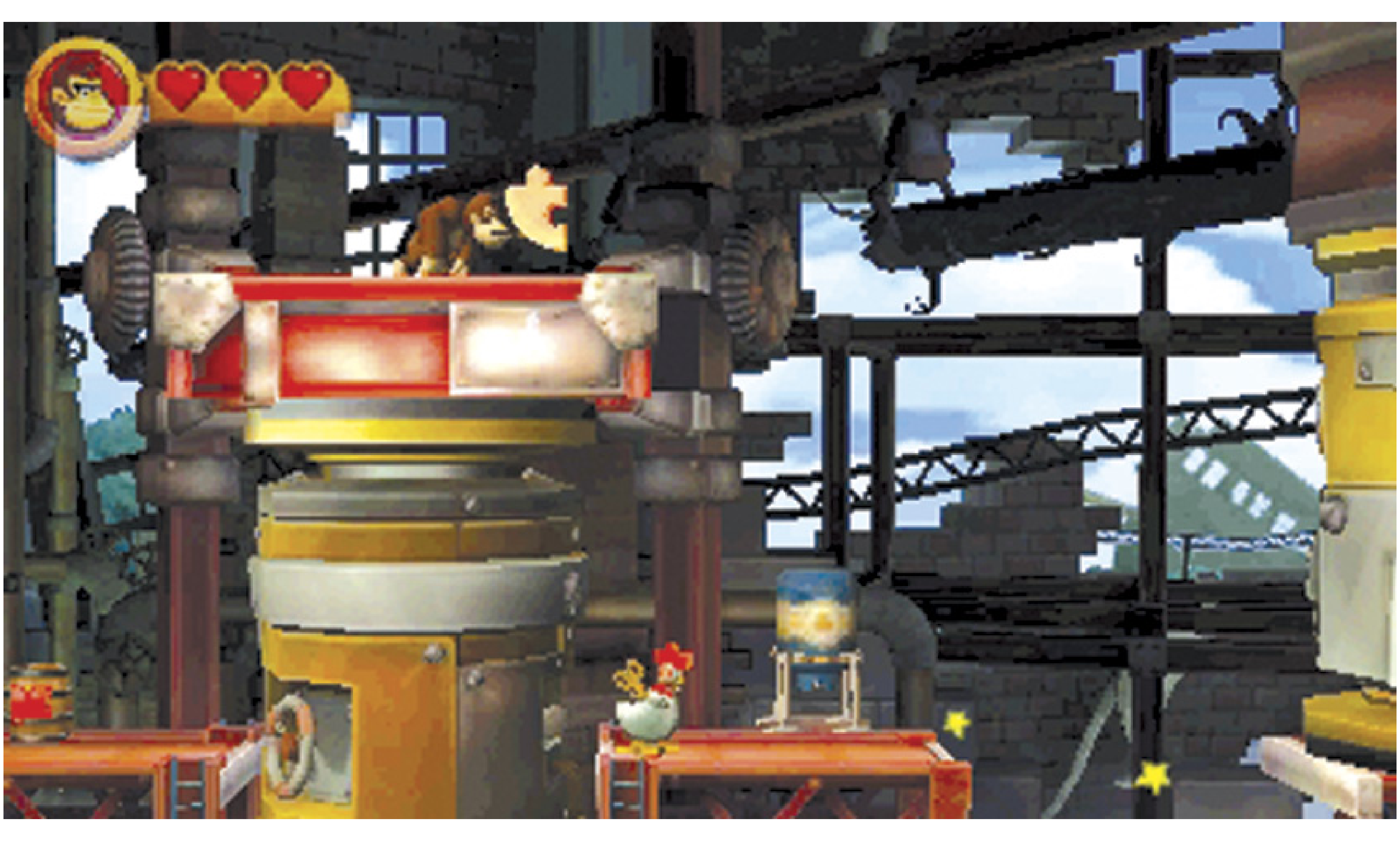


⑪ G Near the end of the level, you must ride in a barrel. As it moves over the G KONG letter, shoot yourself down to get it. Then jump into the nearby barrel and continue to the Slot-Machine Barrel to complete the level.

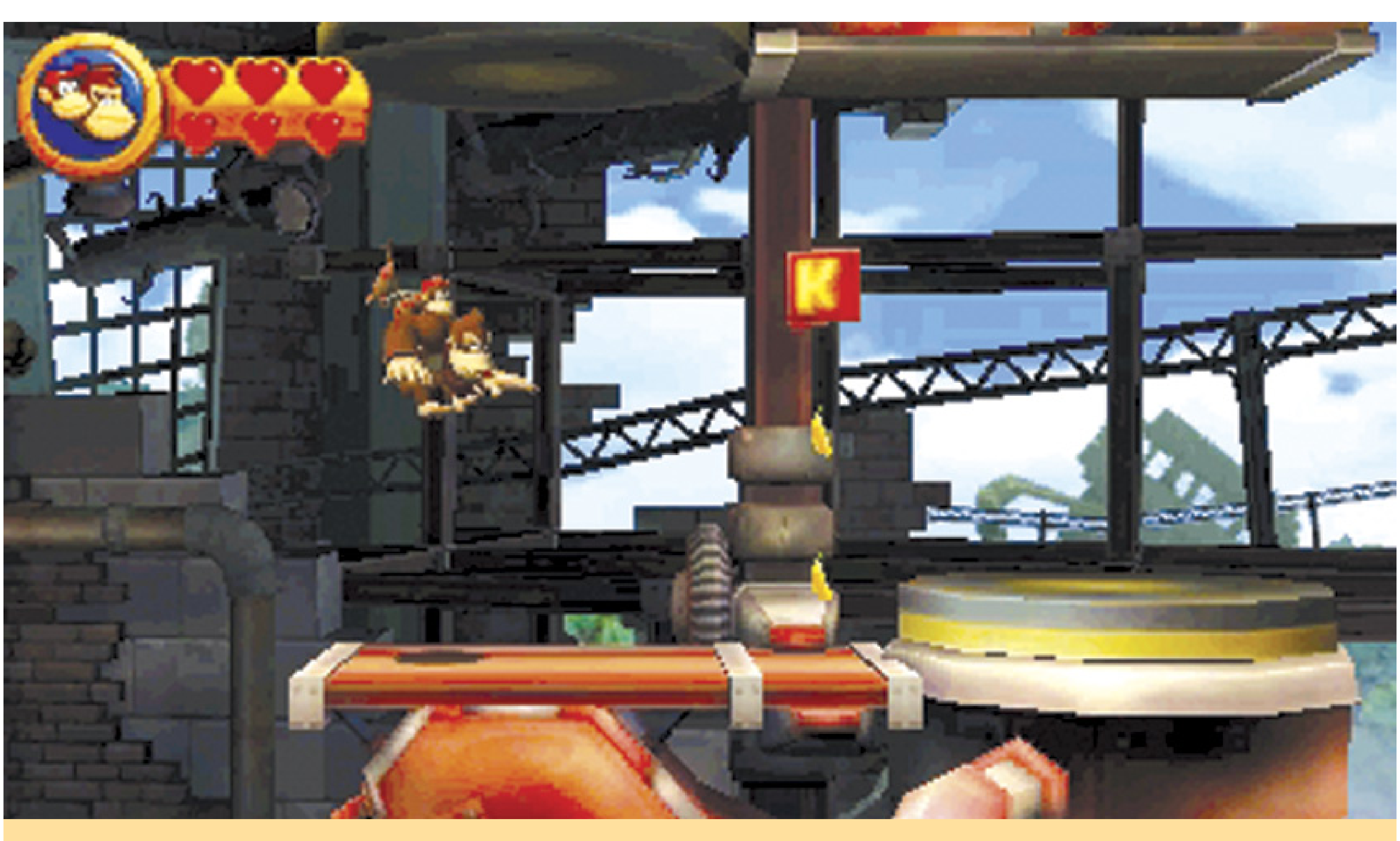
World 7

Slammin' Steel

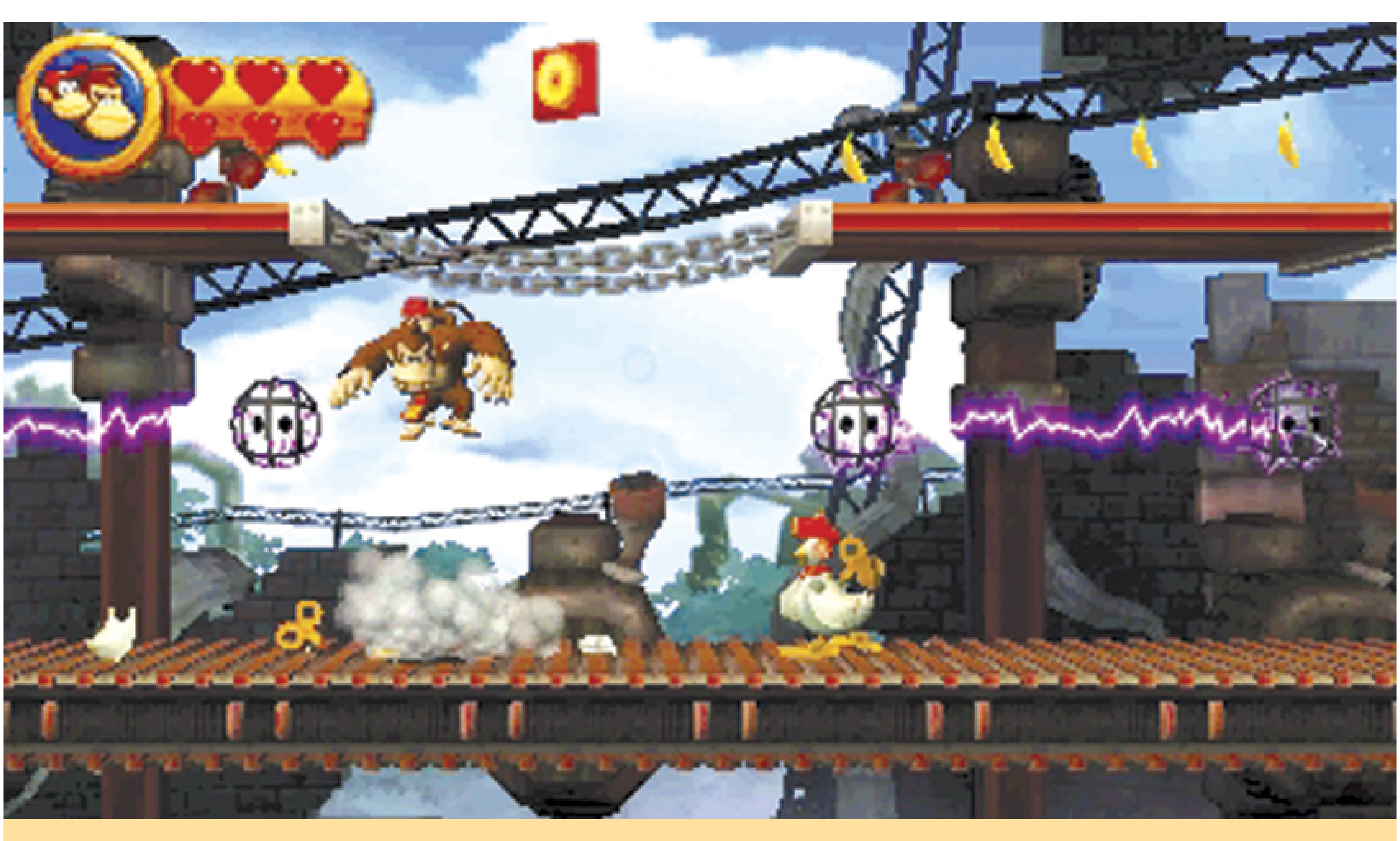




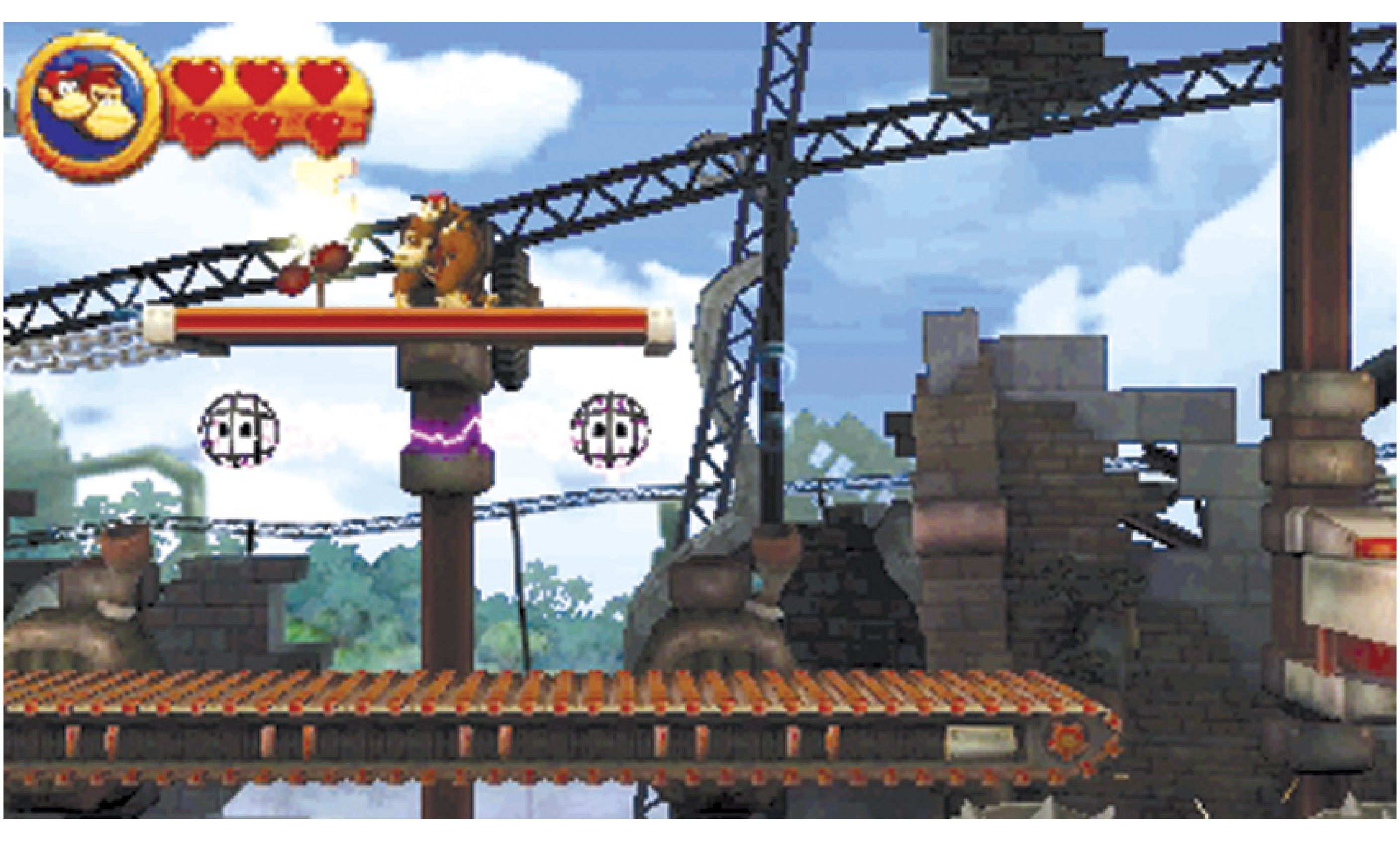
① As you head right from the start of the level, you will come across some conveyor belt platforms. When you get to the second one, time your movement to miss the piston and then jump down to get the DK Barrel. Now jump back to the left onto the conveyor belt. From there, jump to the left to get atop a red platform where the first Puzzle Piece is located.



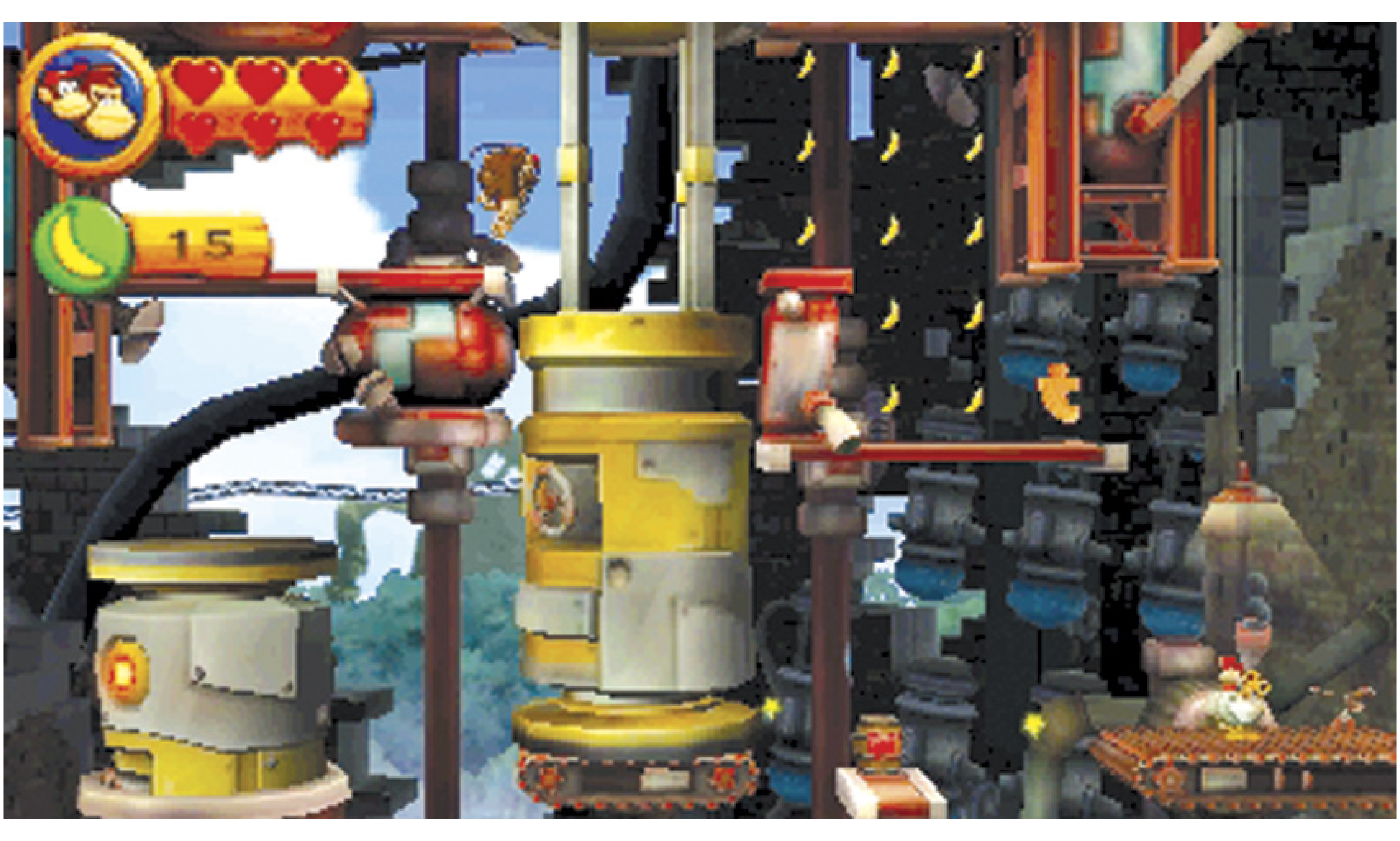
② K The K KONG letter is easy to reach. Just get past the piston and then jump up to grab this first letter.



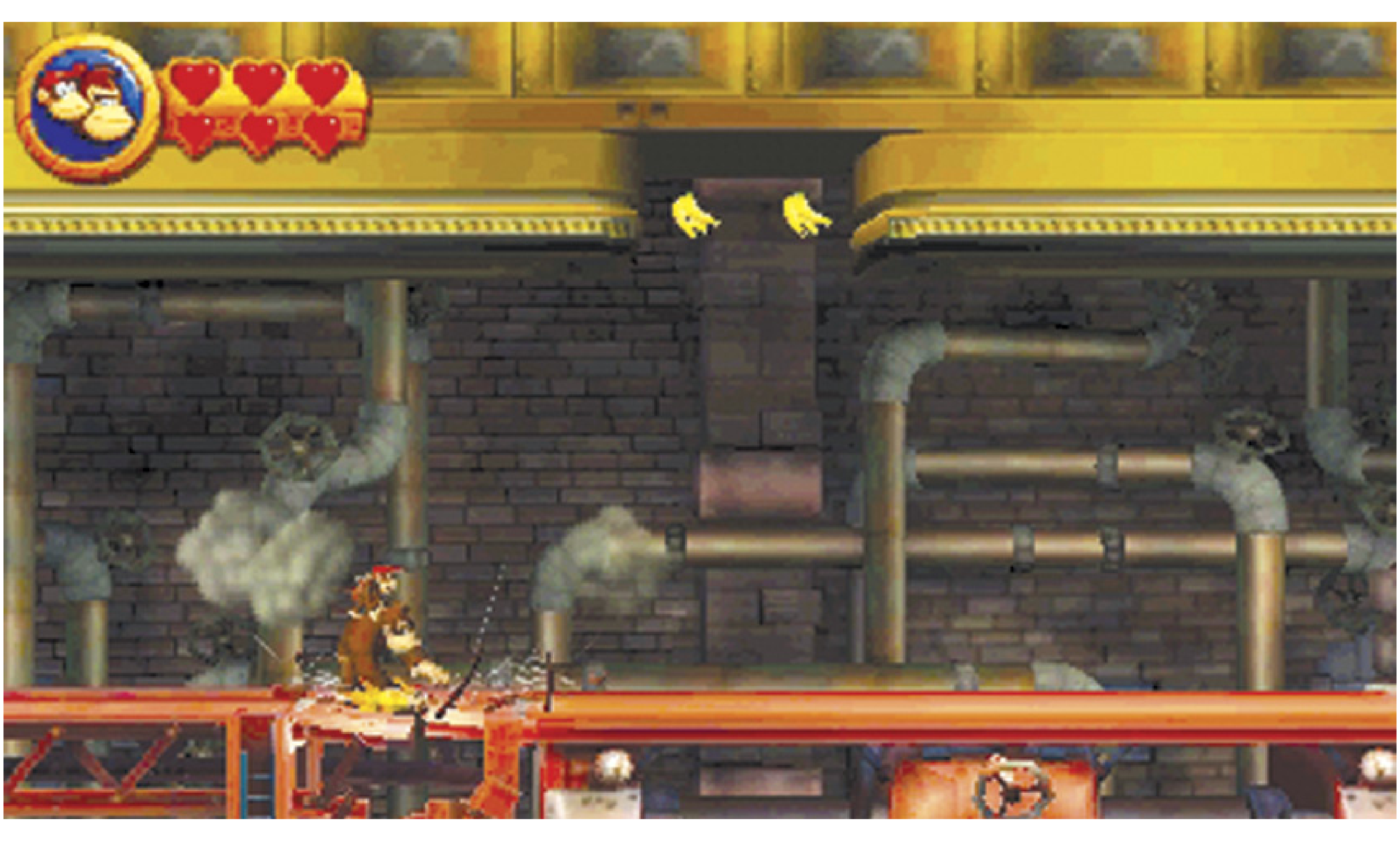
③ O The O KONG letter is up high between two platforms. Wait for a BuckBot to come by and then jump off of it to get high enough to grab the O KONG letter.



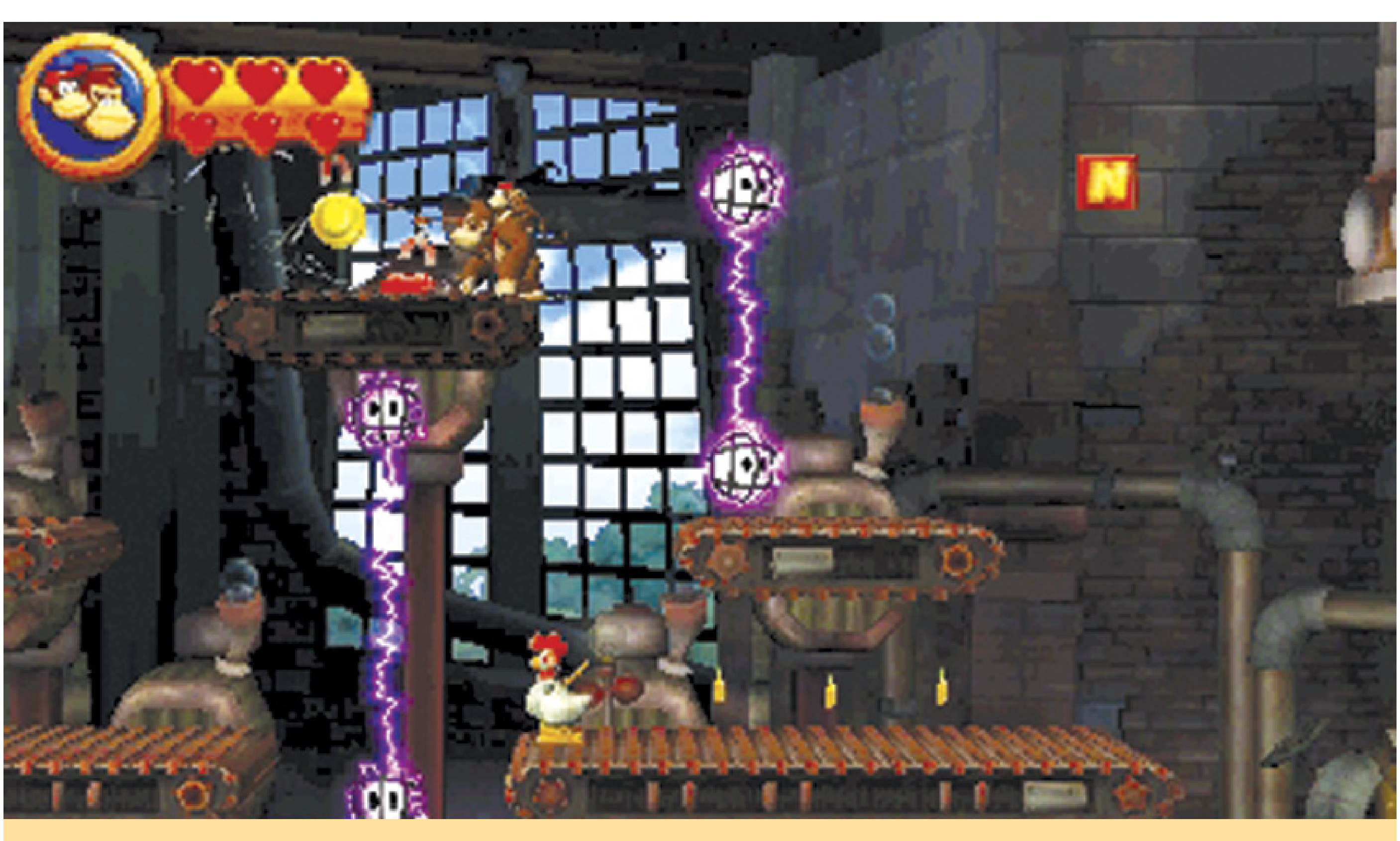
④ Once you have the O KONG letter, land on one of the upper platforms. If you can't get high enough, go to the right and jump onto a small block platform. From there, hover-jump to the left to access the higher platform here and blow on the lightbulb to release a Puzzle Piece.



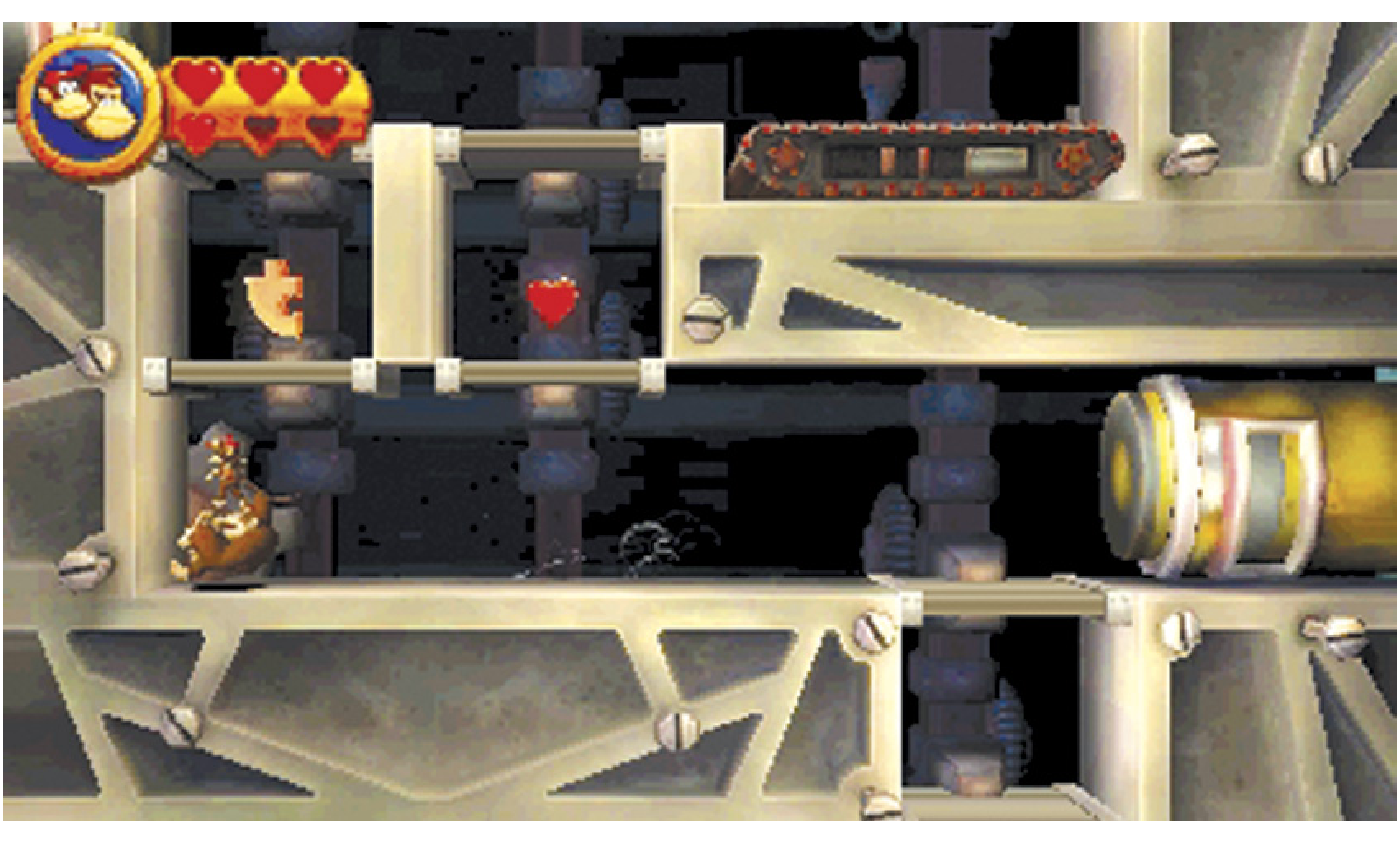
⑤ The next Puzzle Piece looks hard to get but is not difficult at all if you know what to do. Jump onto the piston that moves up and ride it into a hidden area. Here you can pick up lots of bananas and the Puzzle Piece before dropping down to the right.



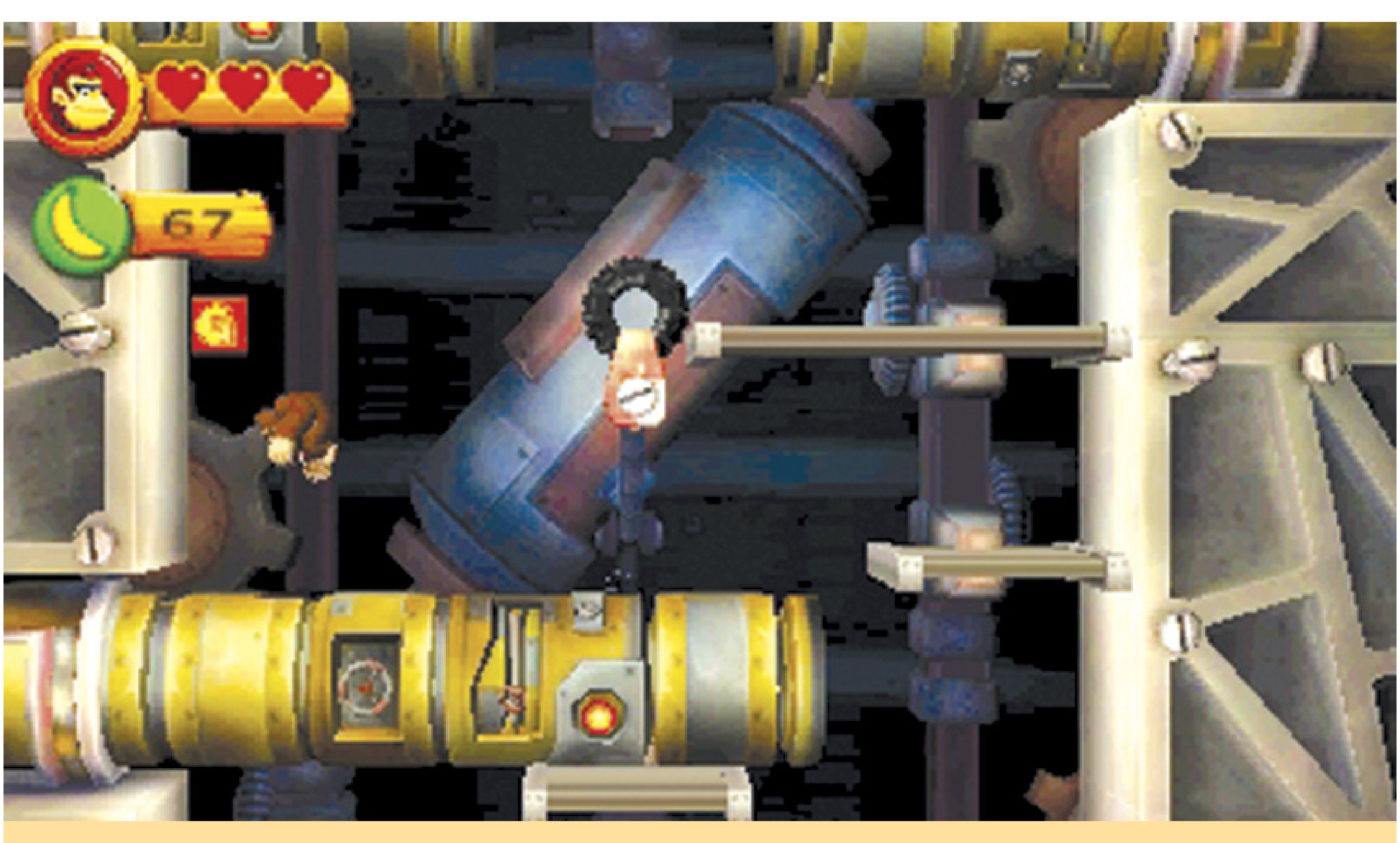
⑥ This area has a large section that comes crashing down on you. Rush forward and stop where there is a small cutout in the press. Then run to the second cutout and wait. Once the press lifts up again, pound on the cracked section of the platform to the left to enter a bonus area. Clear out the coins and bananas to get a Puzzle Piece.



⑦ N The N KONG letter is located to the right of a group of Electroids. Make your way to the top platform, and as the Electroid on the far right moves toward you, hover-jump over it to get the N KONG letter before dropping onto the lowest conveyor-belt platform.



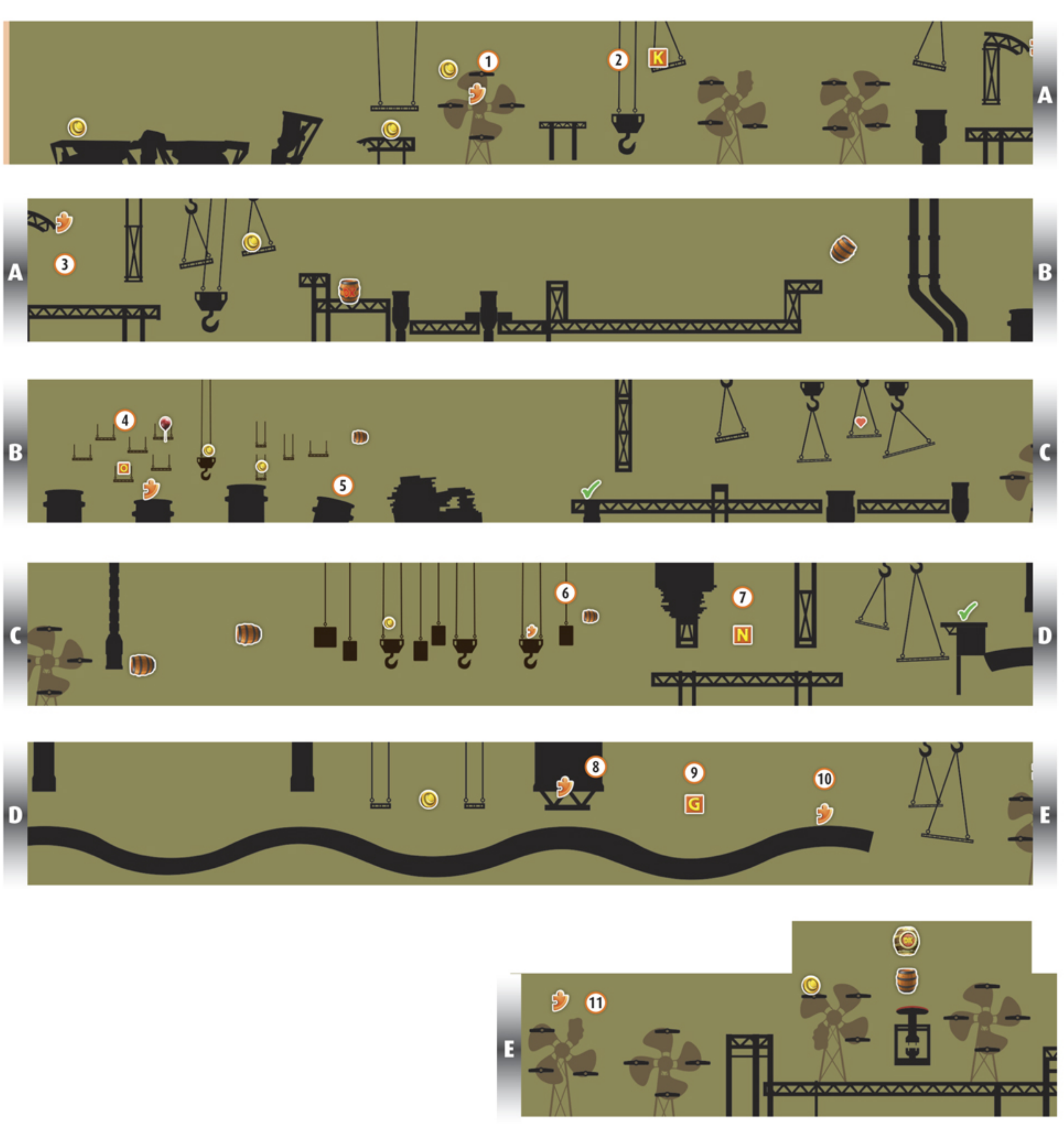
⑧ Soon the level goes vertical, and you must time your movements to get past pistons. Wait until the piston below the heart and Puzzle Piece retracts, then jump up and roll to the left, jumping up to get the Puzzle Piece before you get smashed.

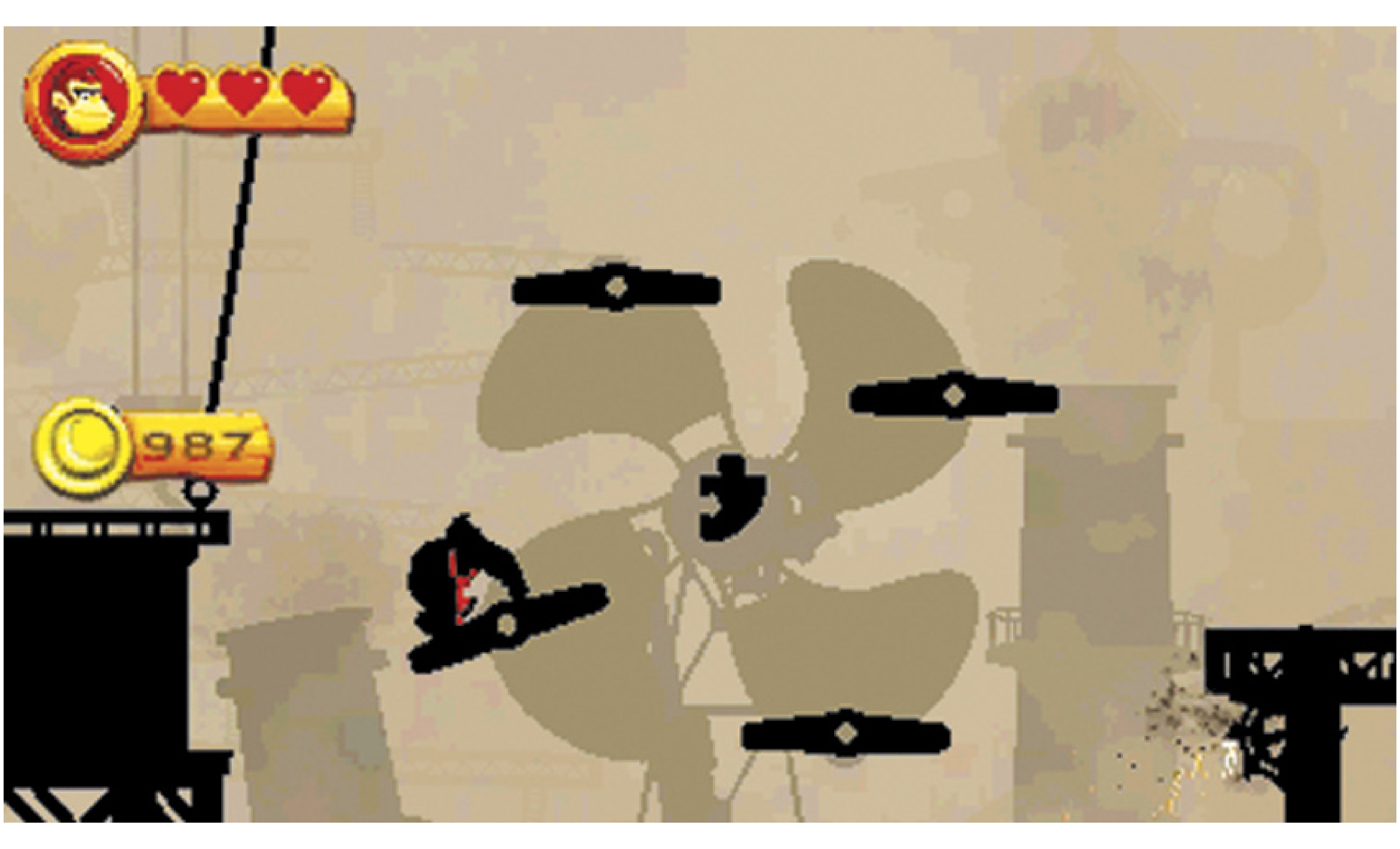


⑨ G In order to get the G KONG letter, jump up on the right-side ledge after the piston below the letter retracts. As it extends to the right, jump down onto the piston and ride it to the left, jumping up to get the G KONG letter. Then get back to the right-side ledge so you don't get smashed. Continue up through more pistons to reach the Slot-Machine Barrel and complete the level.

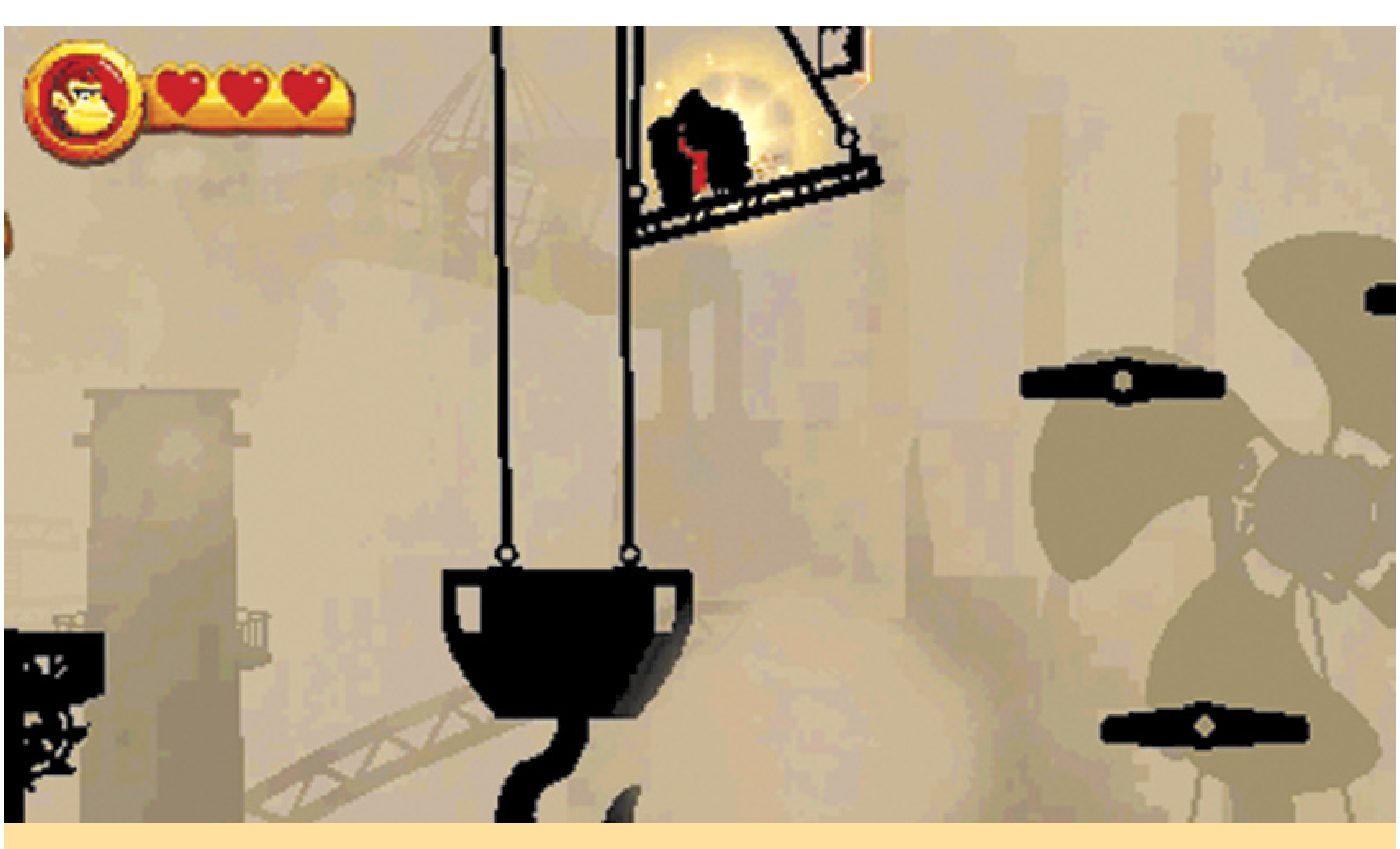
World 7

Foggy Fumes

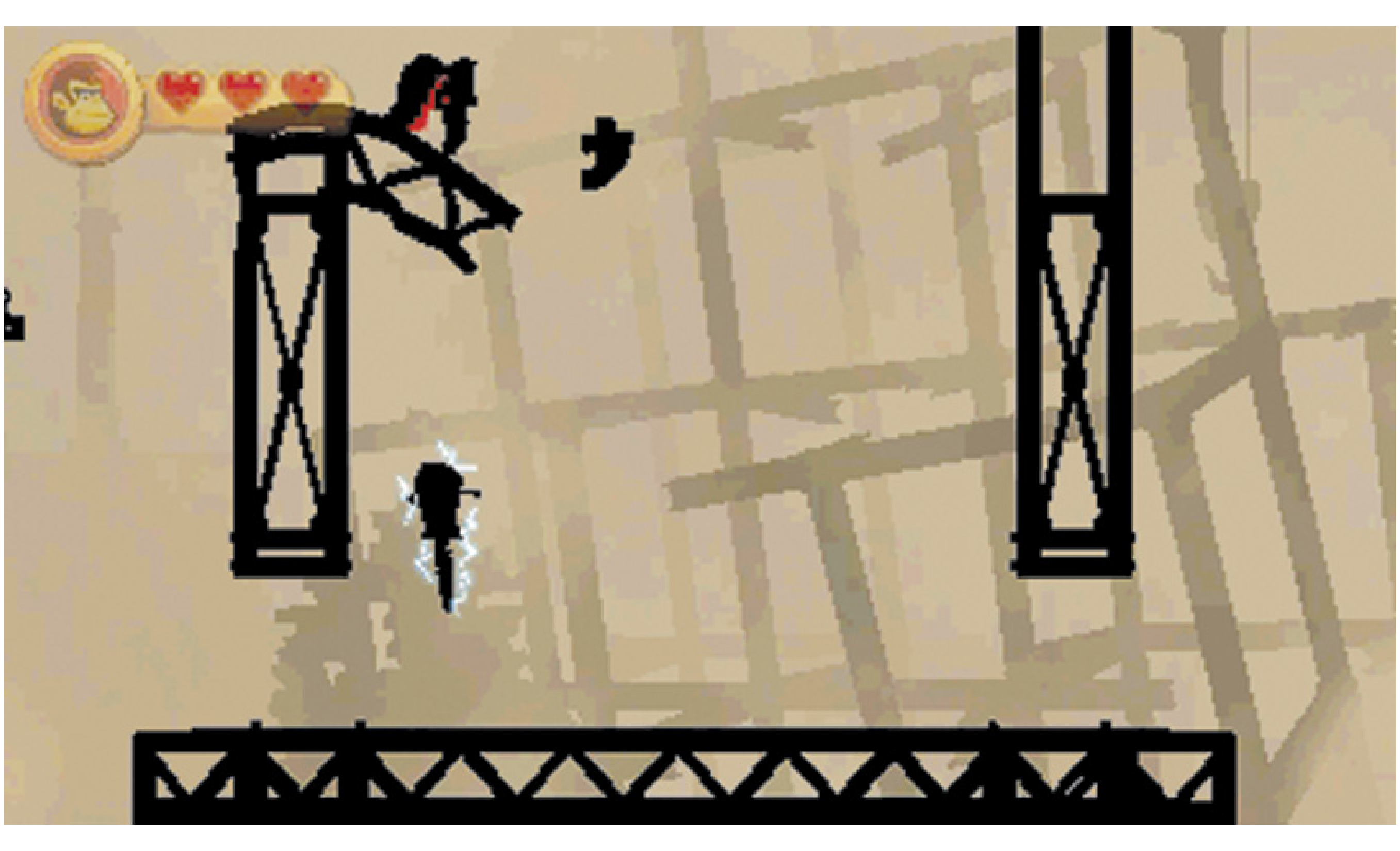




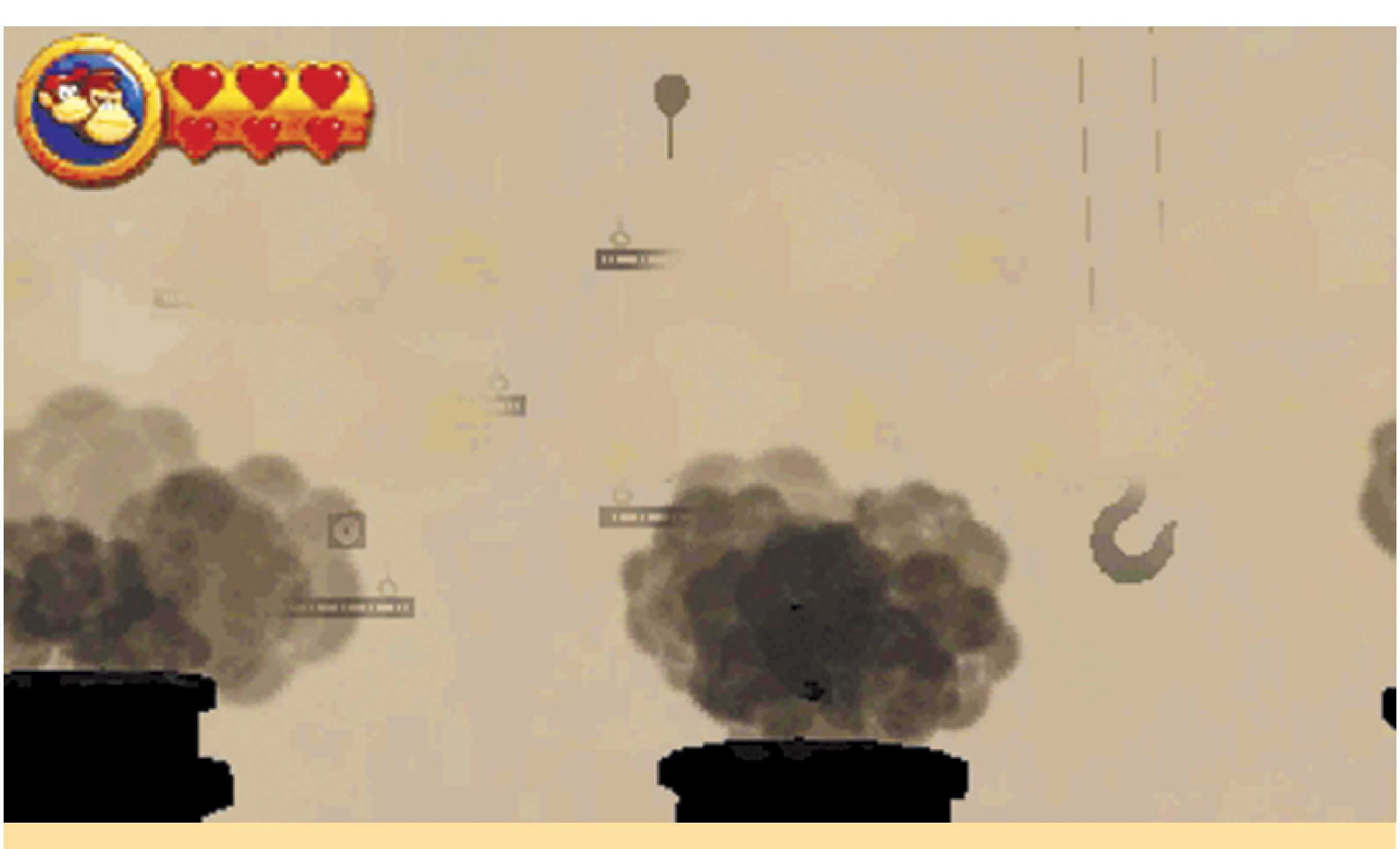
① Near the start, jump onto the small platform on the top left side of the first fan. As the platform begins to descend, jump up to start collecting the bananas that begin to fall. Keep the fan spinning (by jumping to higher platforms) and get all the bananas and a coin. A Puzzle Piece will appear in the middle. Grab it and continue.



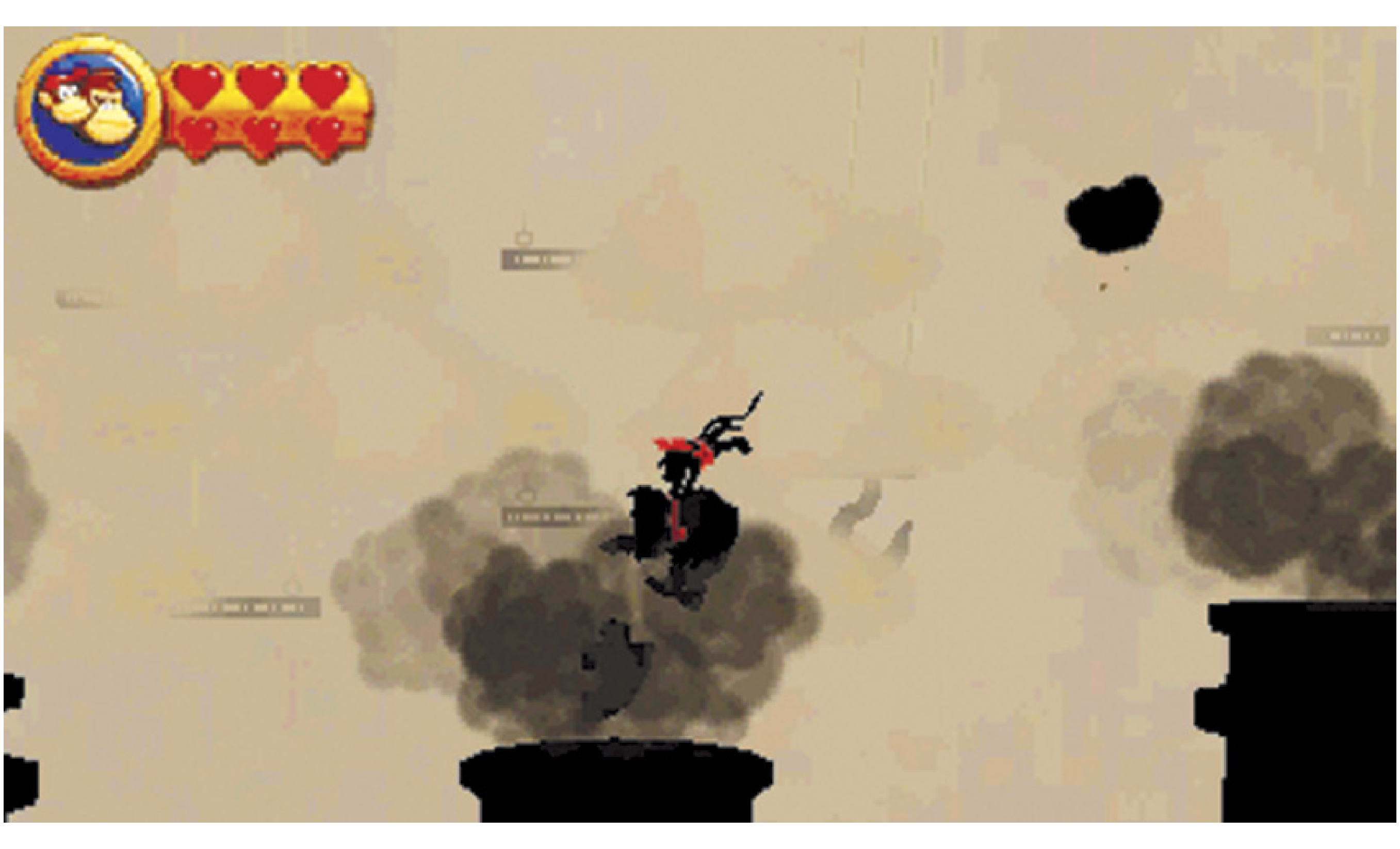
② K Head to the right. When you reach another fan, jump to the top and then to a hanging girder on the left to get the K KONG letter.



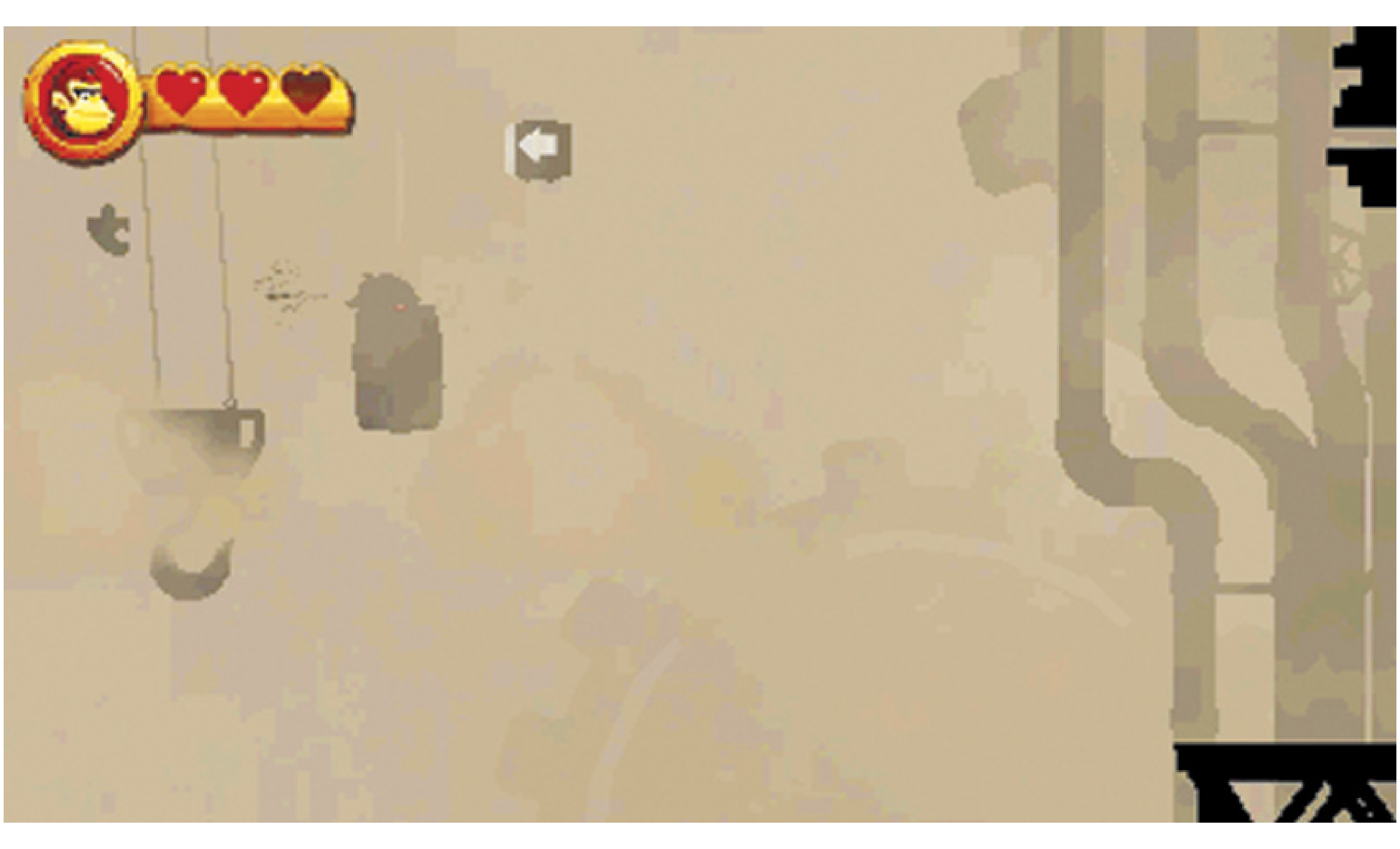
③ At the third fan, jump onto a girder to the right and then up onto a structure where you can grab a Puzzle Piece.



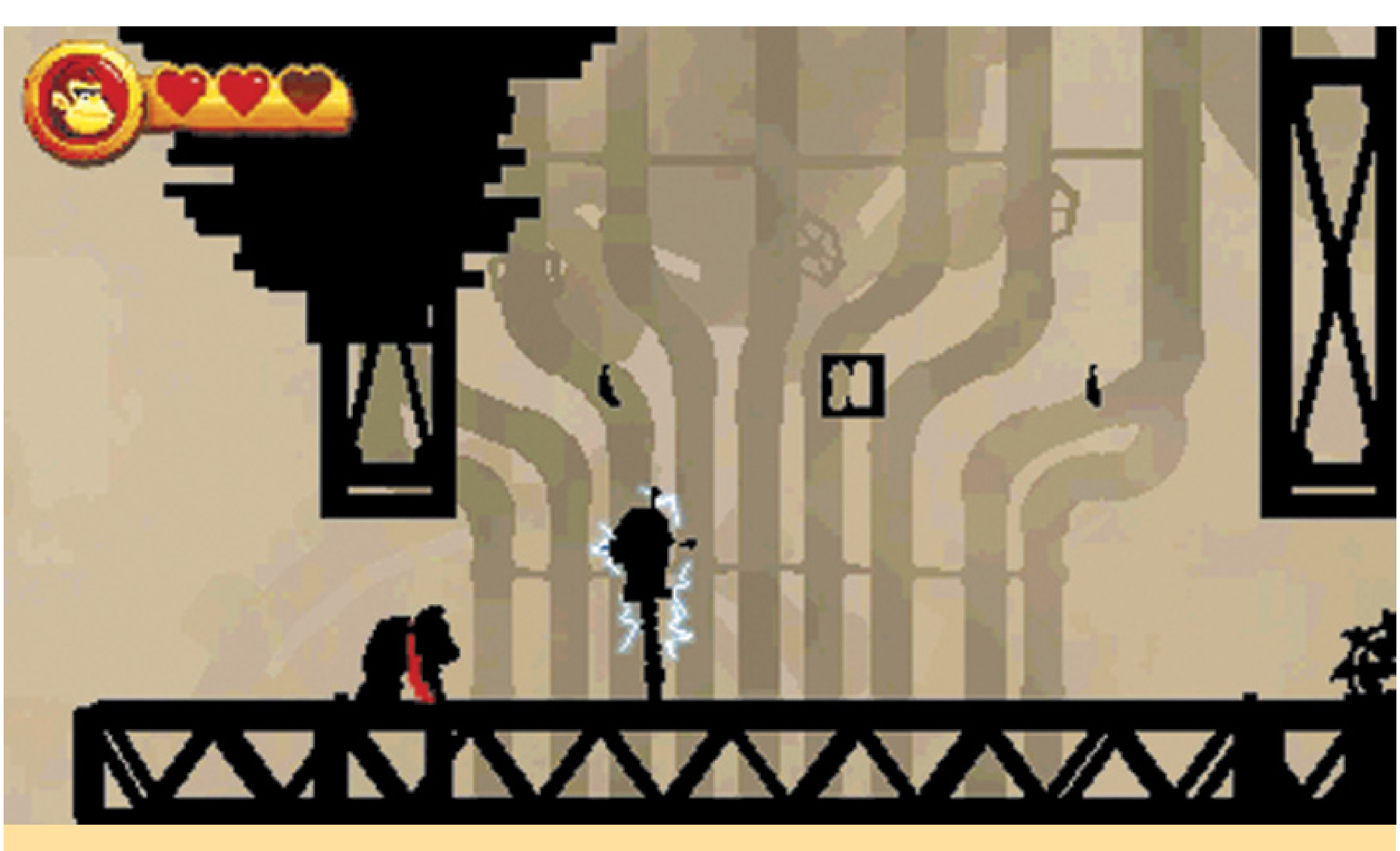
④ O Keep going until you get to a barrel that shoots you to a background area. Take your time, since smoke obscures about half of this area at a time. Jump down to the girder with the O KONG letter. You can also get a balloon and a coin here before jumping into a barrel and shooting back to the main level.



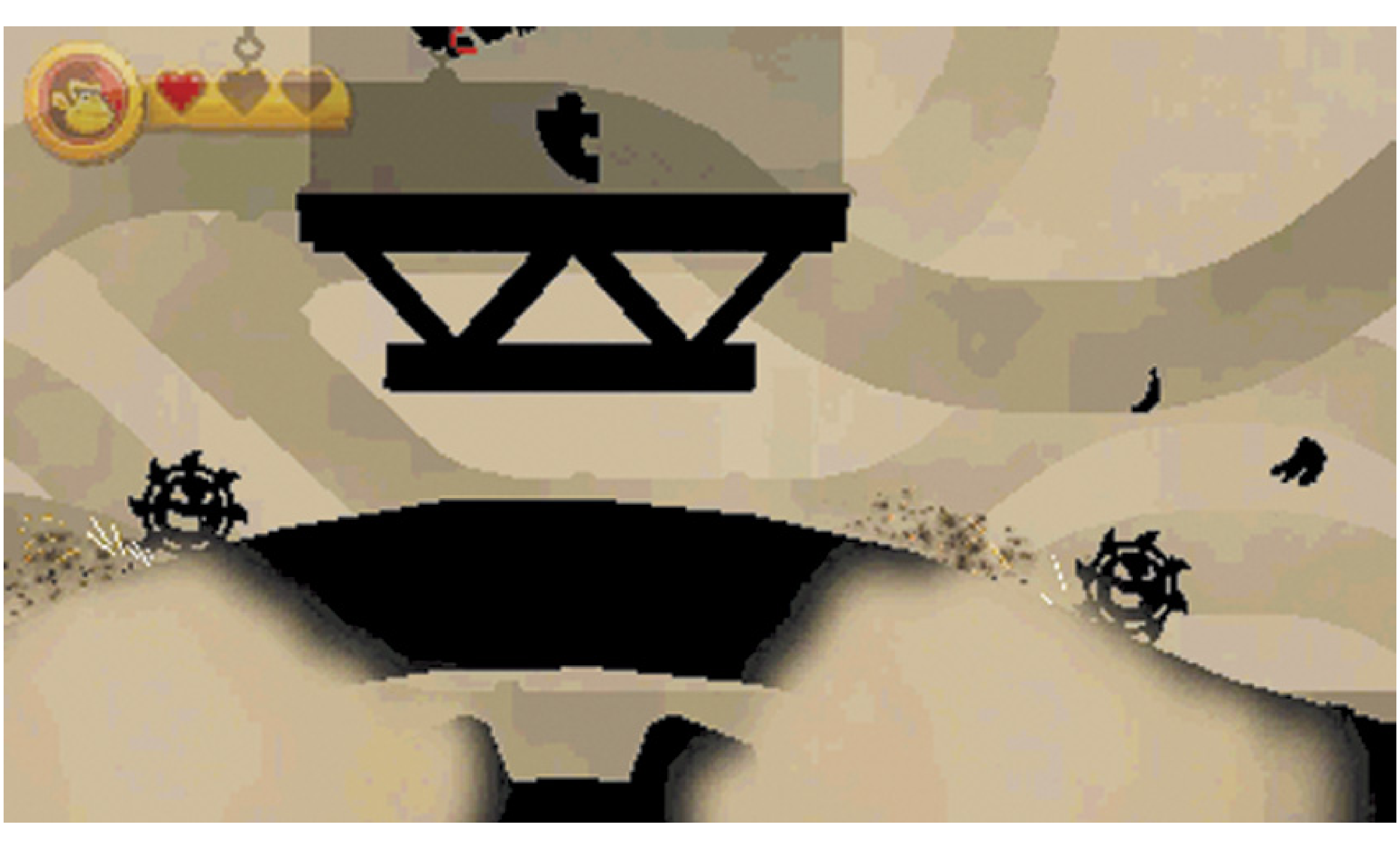
⑤ After passing the checkpoint, head left and jump across a brick wall and some smokestacks to get a Puzzle Piece. You saw this one earlier as you traveled through the background area.



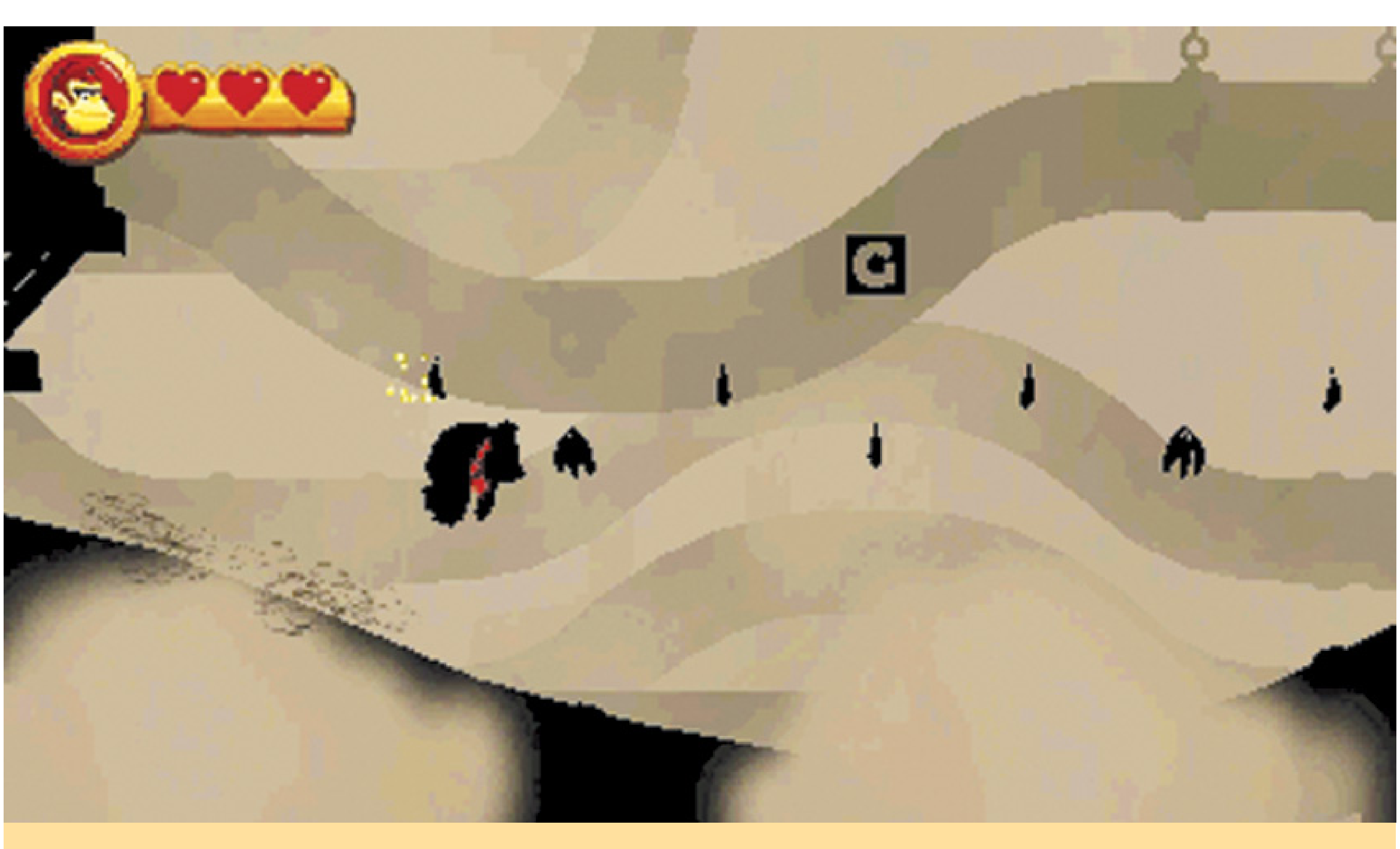
⑥ When you get into this background area, head over to the moving hooks and then jump onto a platform to the right. Turn left and blow at the smog to reveal a Puzzle Piece.



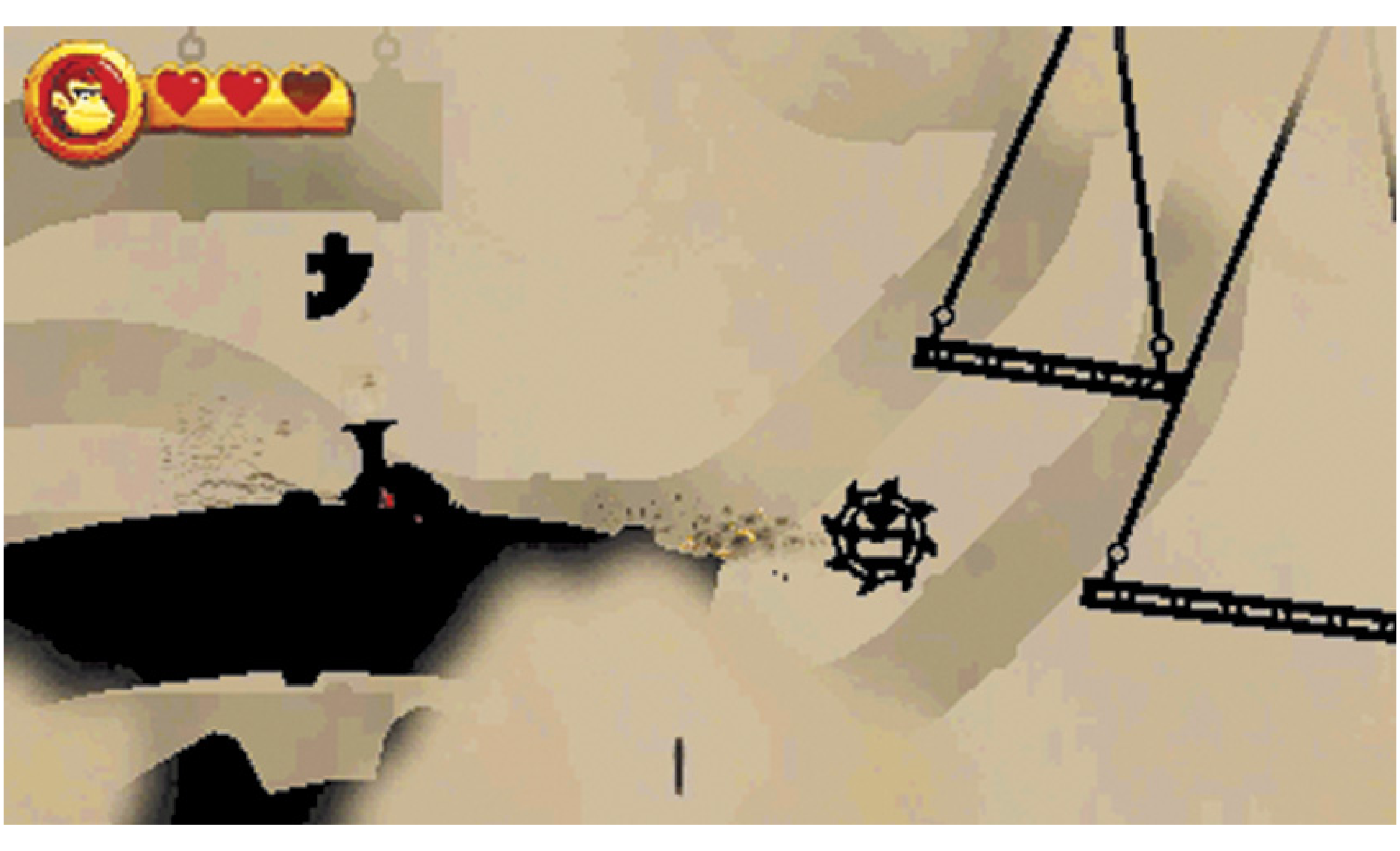
⑦ N You will need to dodge a Pogobot and Tiki Zings to get the N KONG letter. Continue to the next checkpoint to save your progress.



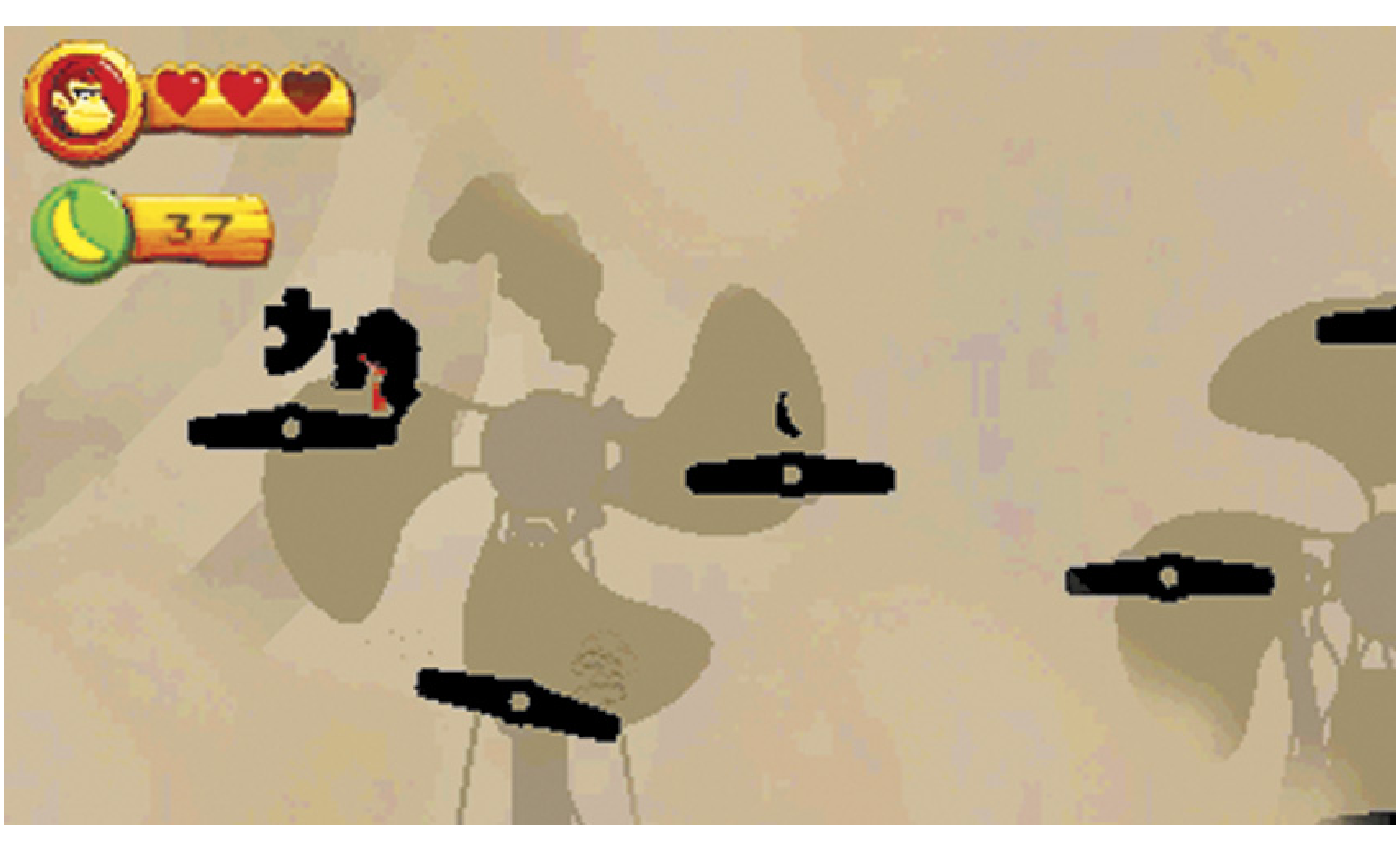
⑧ Dodge Tiki Zings as you head right. Jump up to the small hanging girders. From there, jump to the right, directly into a hidden area where you can find a Puzzle Piece.



⑨ G Just a little past the hidden area is the G KONG letter. Roll from the hidden area and then jump in midair so you can get the letter and spell out K-O-N-G.



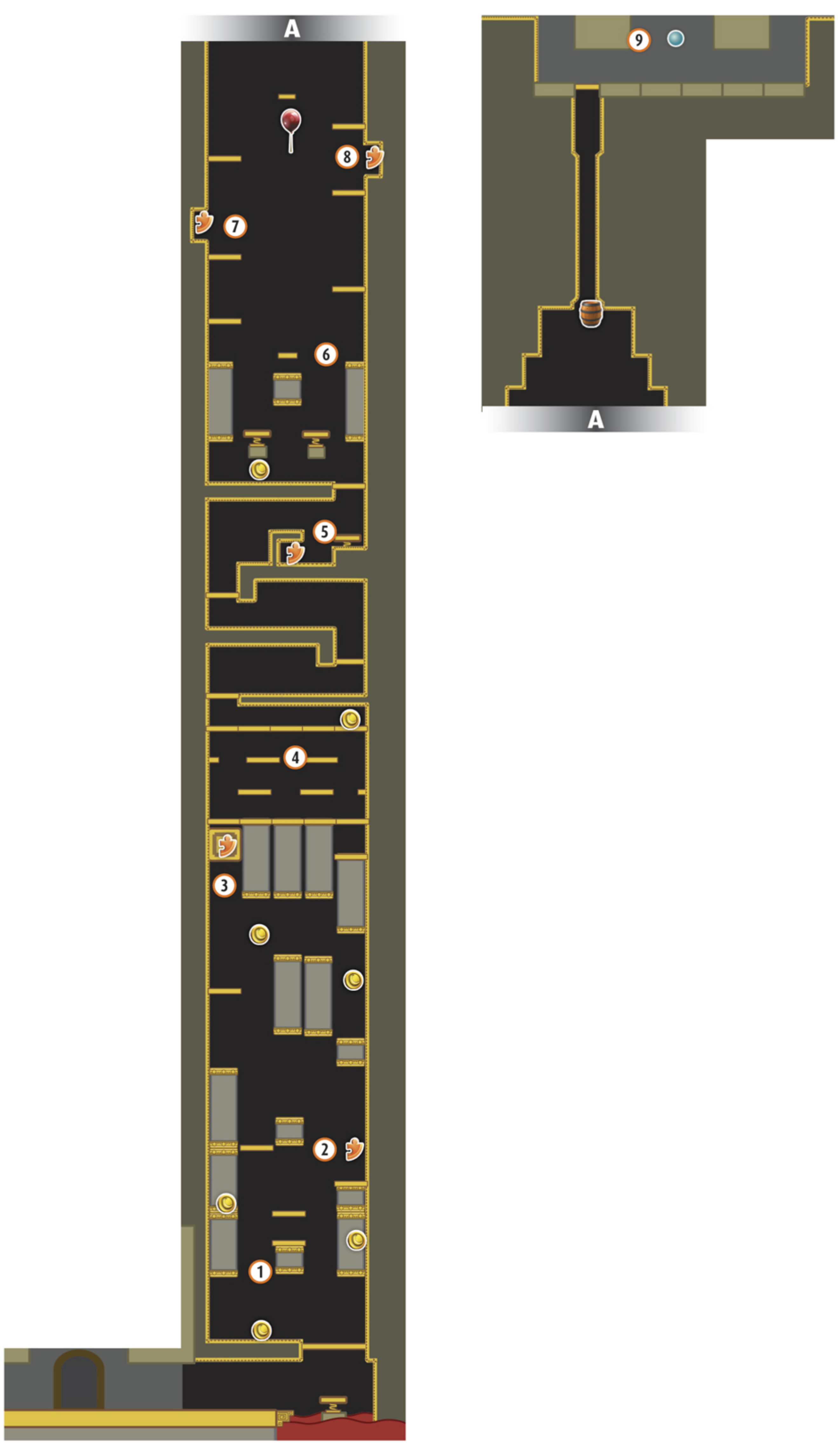
⑩ Just past the G KONG letter, blow on the musical horn at the top of a small hill and a Puzzle Piece will pop out. Grab it for your collection and continue to the right.

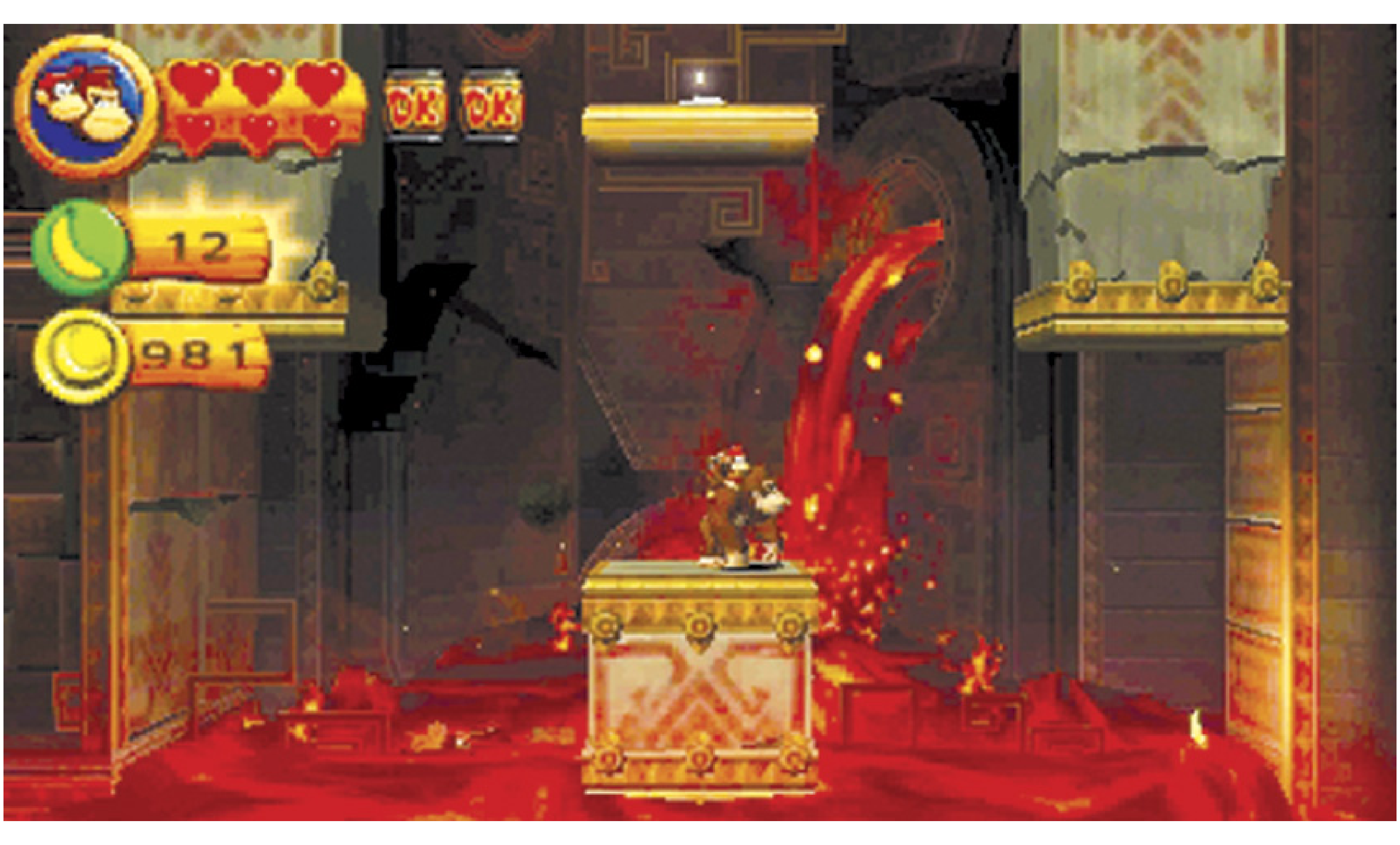


⑪ When you reach the next fan, jump onto the left platform to make it spin, revealing the last Puzzle Piece. Collect it and continue to the Slot-Machine Barrel to complete the level.

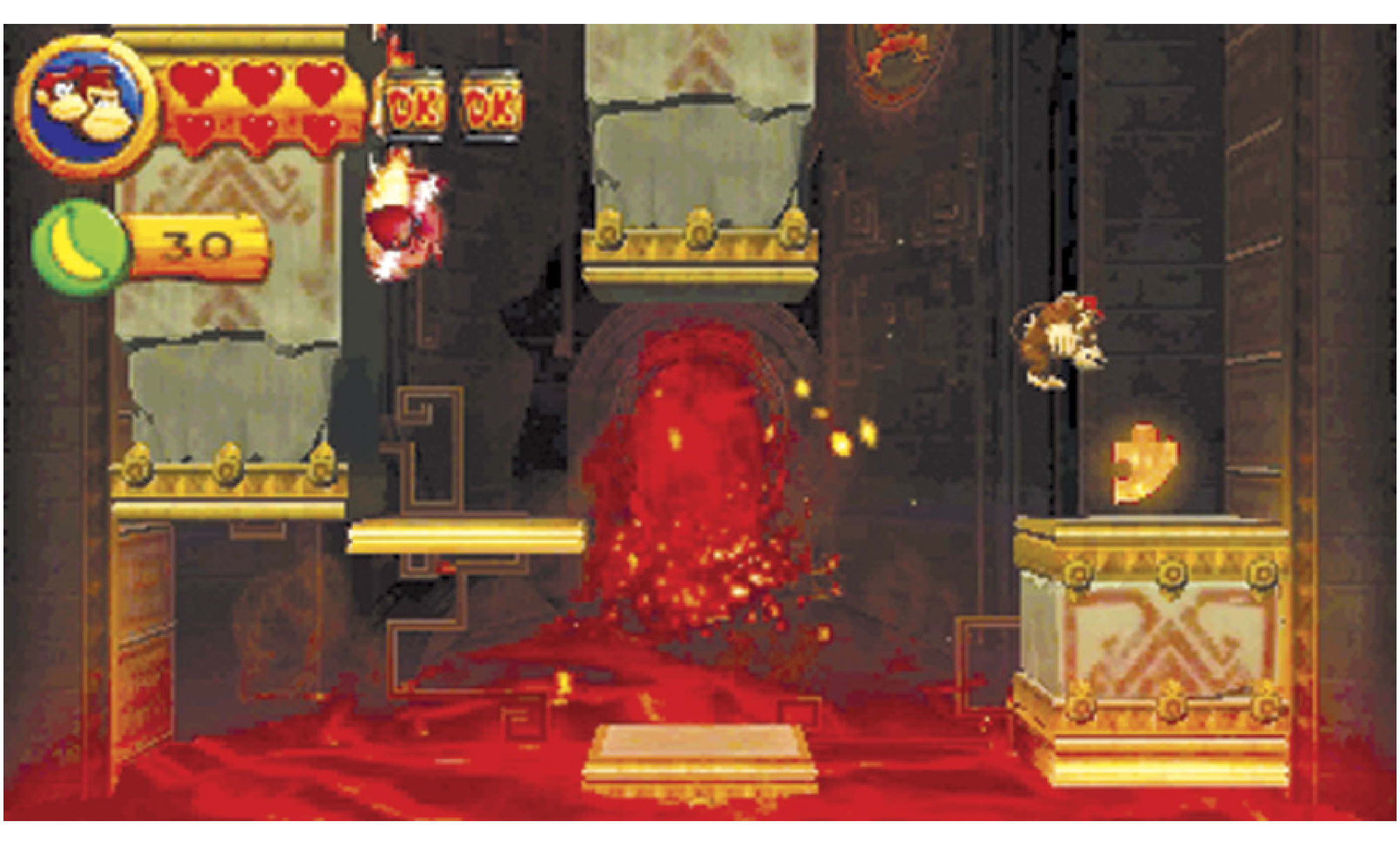
World 6

Perilous Passage

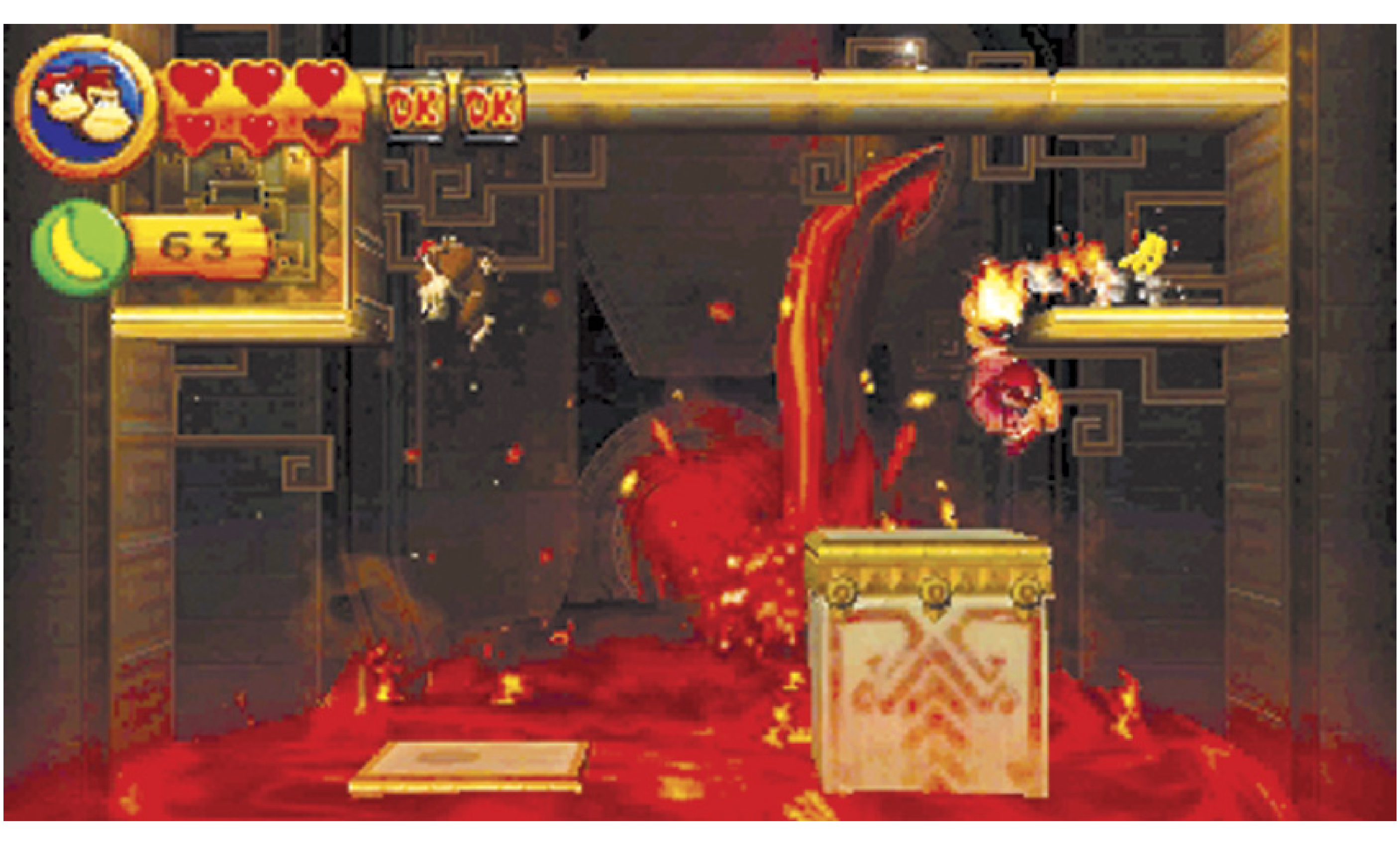




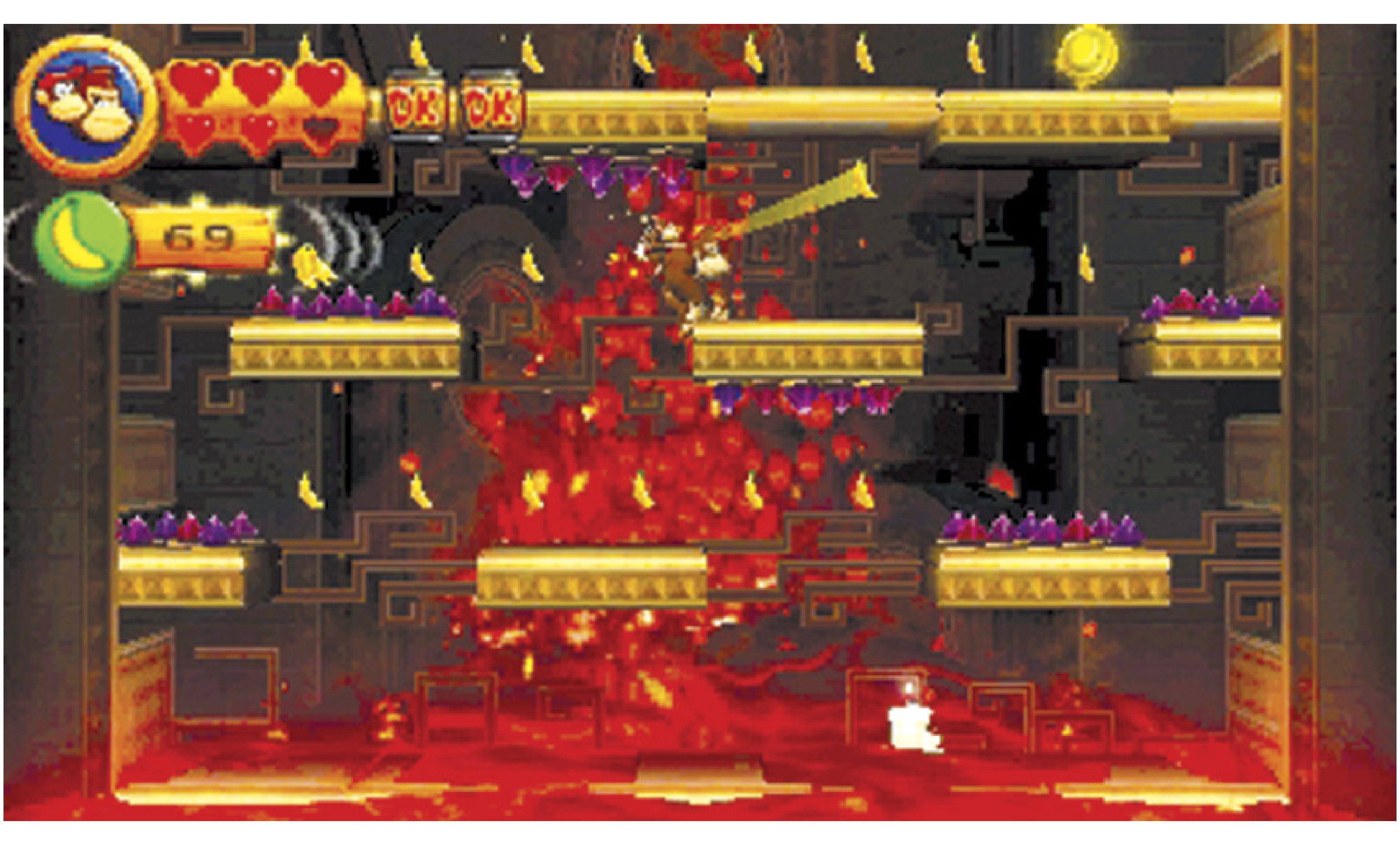
① This level is essentially a large tower that is sinking into the lava. You must jump onto blocks and platforms as you try to stay above the lava.



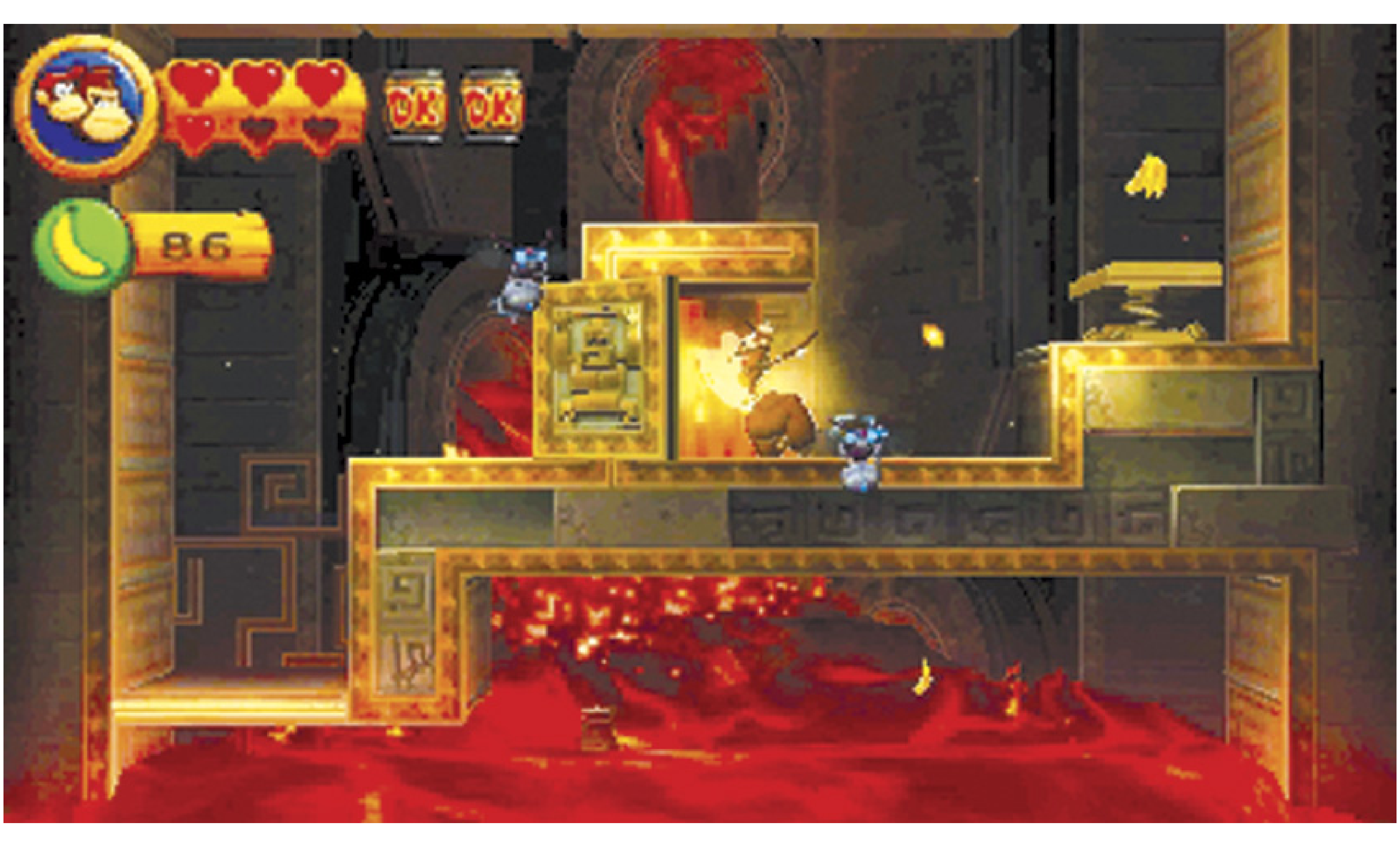
② As you make your way up the level, stay to the center right until you get the first Puzzle Piece. It will appear atop a block that drops down just as the middle platform is about to completely sink into the lava. Wait until the Puzzle Piece appears, and then jump up and right to get it.



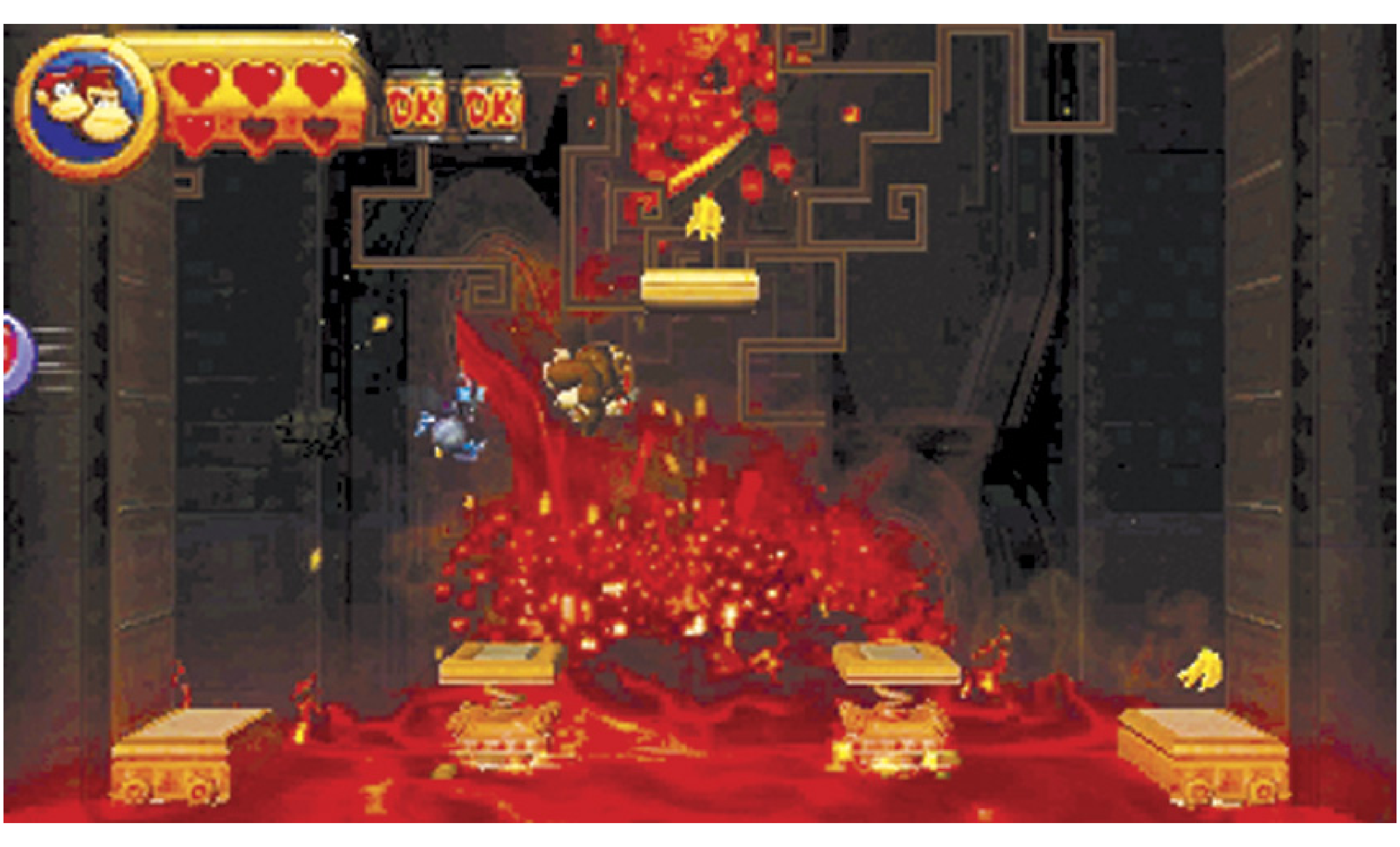
③ As you head up the tower, look for a block on the left side, hanging from a long platform that goes from wall to wall. Run and jump right at this block; it is a hidden area with a Puzzle Piece inside. Jump onto the long platform to continue.



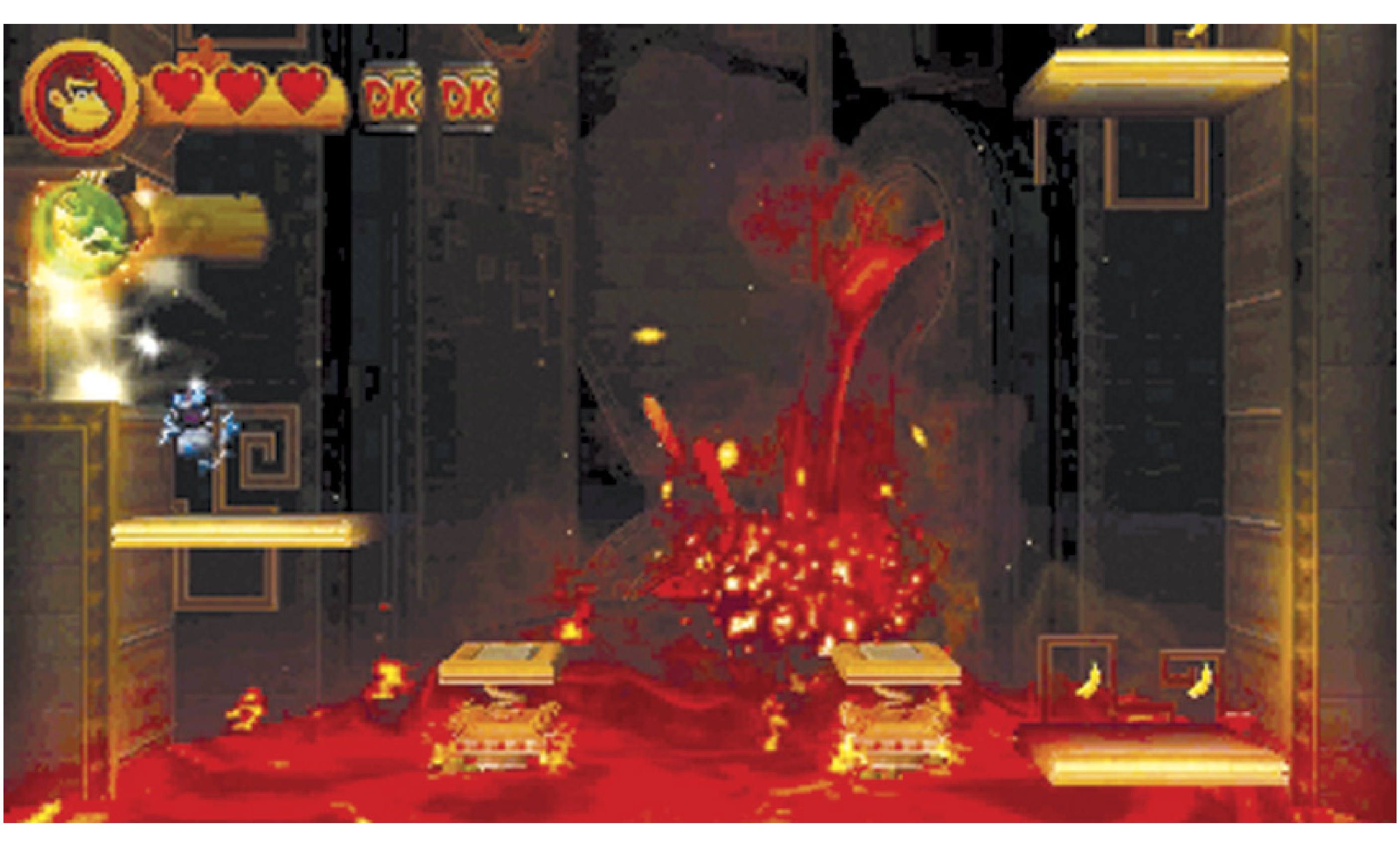
④ To get through this part of the level, jump onto moving spikeless platforms. Try to stay near the center here. If you get too far to the sides, you risk missing a jump to a spikeless platform and can fall into the lava below.



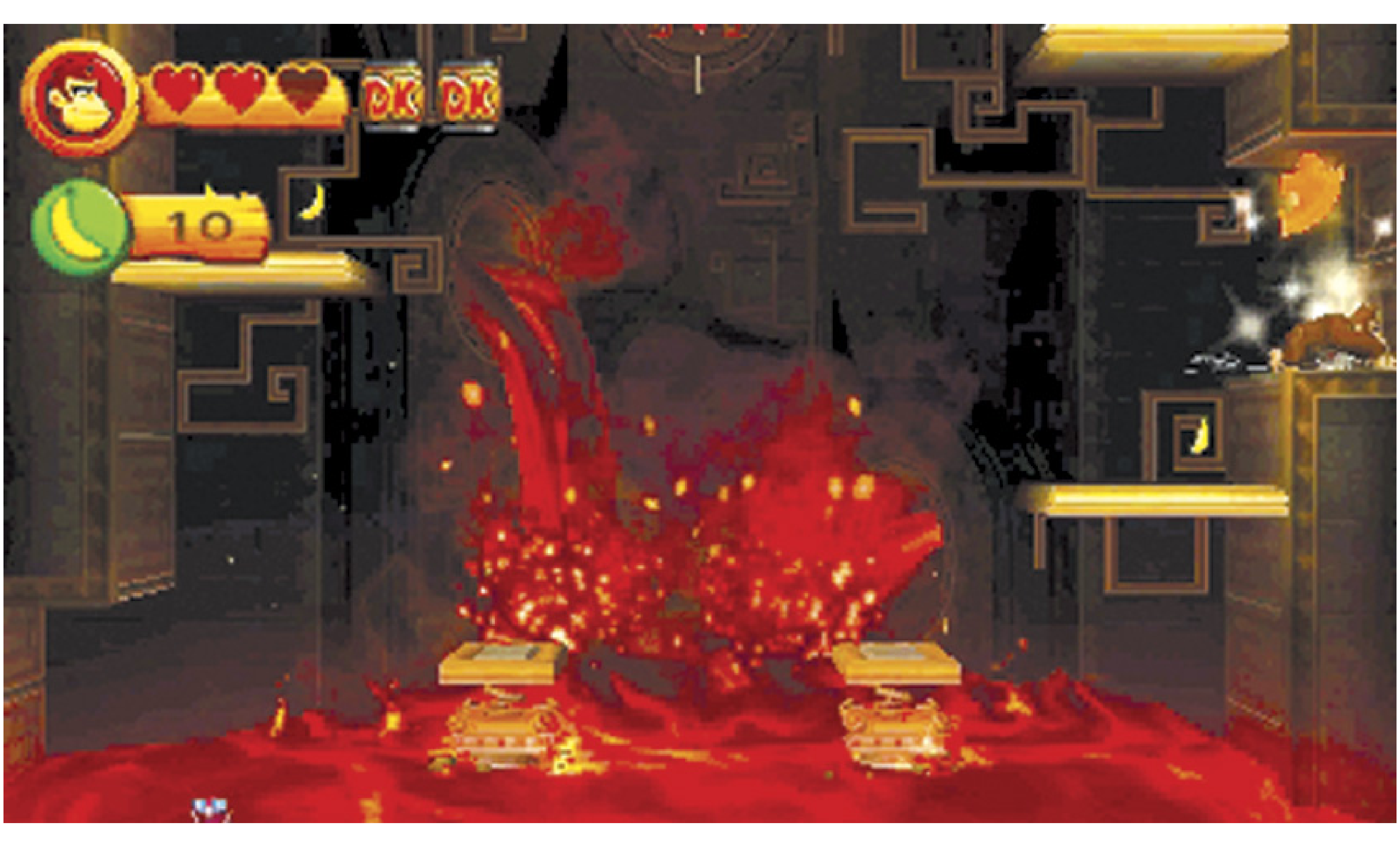
⑤ When you reach the area with a springboard on the right, move into the decorated block in the center. You must enter this hidden area from the right side. It holds a Puzzle Piece. Get it and then use the springboard to jump up to the next platform.



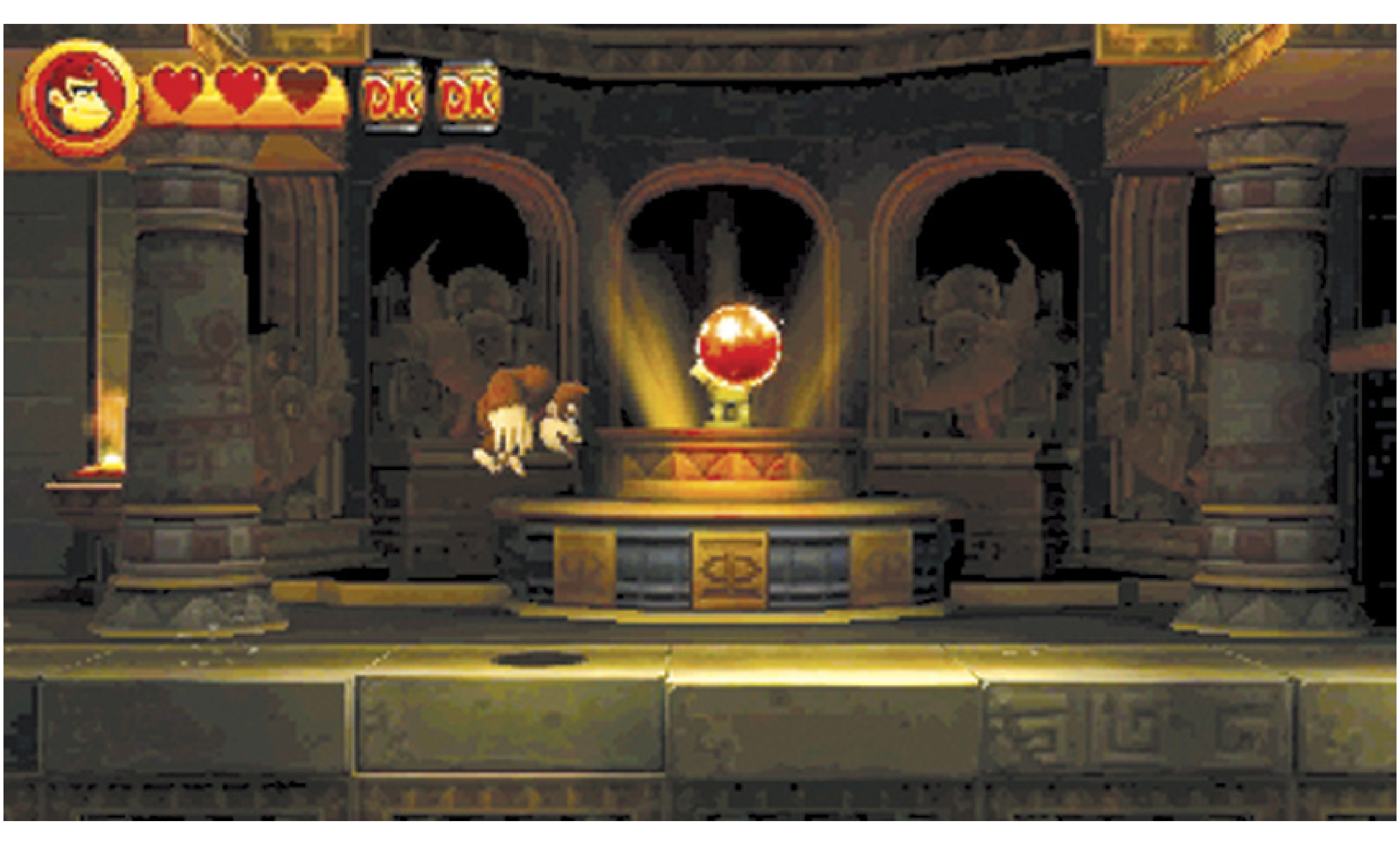
⑥ In this area, you must jump on springboards that float on the lava's surface while avoiding different types of enemies. Firebites travel along the sides, so stay in the middle of this area, and bounce back and forth on the springboards.



⑦ As you are bouncing on the springboards, look for a spot along the left wall where the border looks a lot thicker. Jump across to the platform by this spot, and walk into the thick border to reveal a hidden area with a Puzzle Piece. Get it and then jump back onto the springboards.



⑧ This last Puzzle Piece is located in another hidden area—this time in the right wall. Once again, look for a thick spot in the border and move into it to claim your prize.

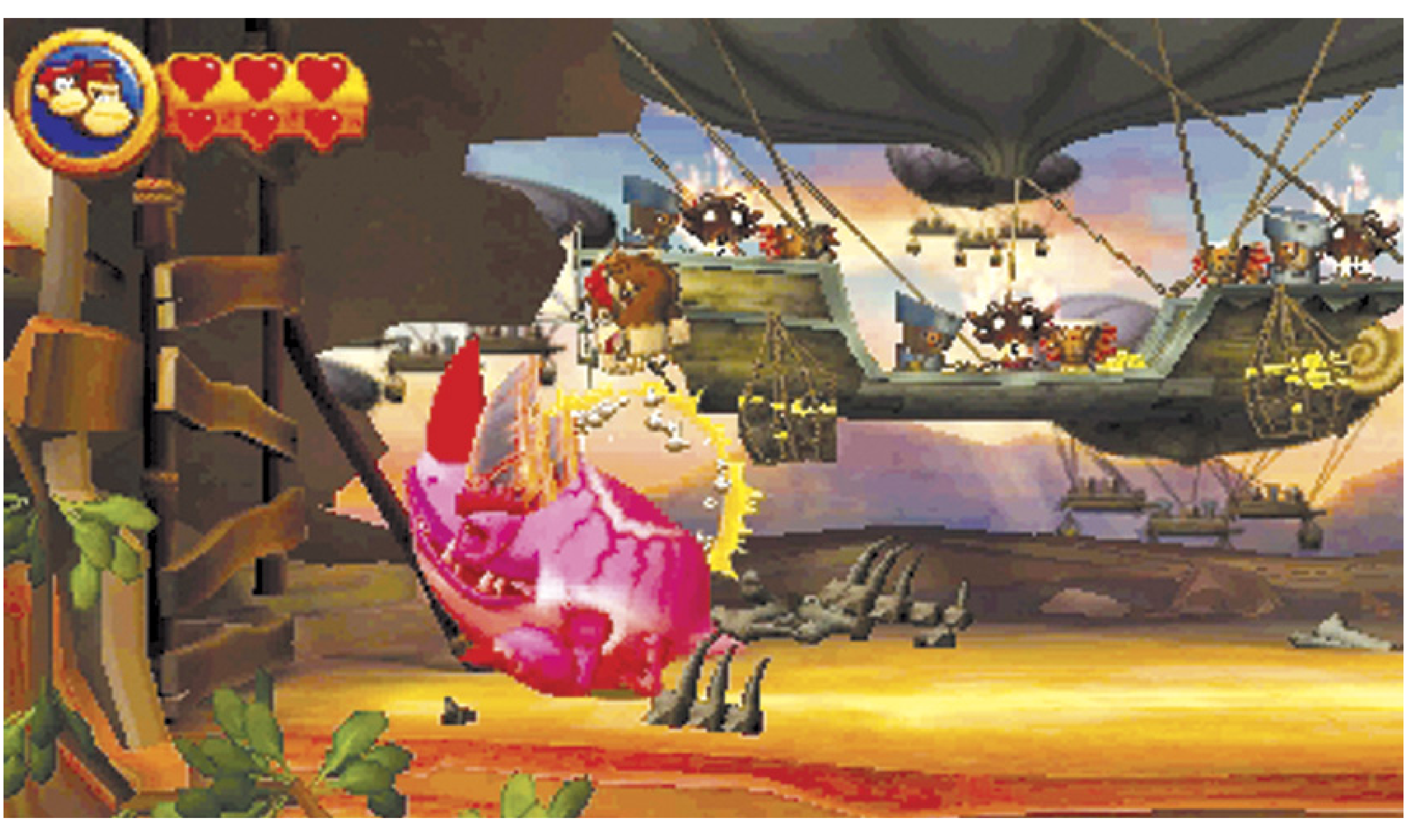


⑨ Make your way to the tower's top, and jump into a barrel that will shoot you to the final chamber. Get the org to add to your collection.

World 6

Thugly's Highrise

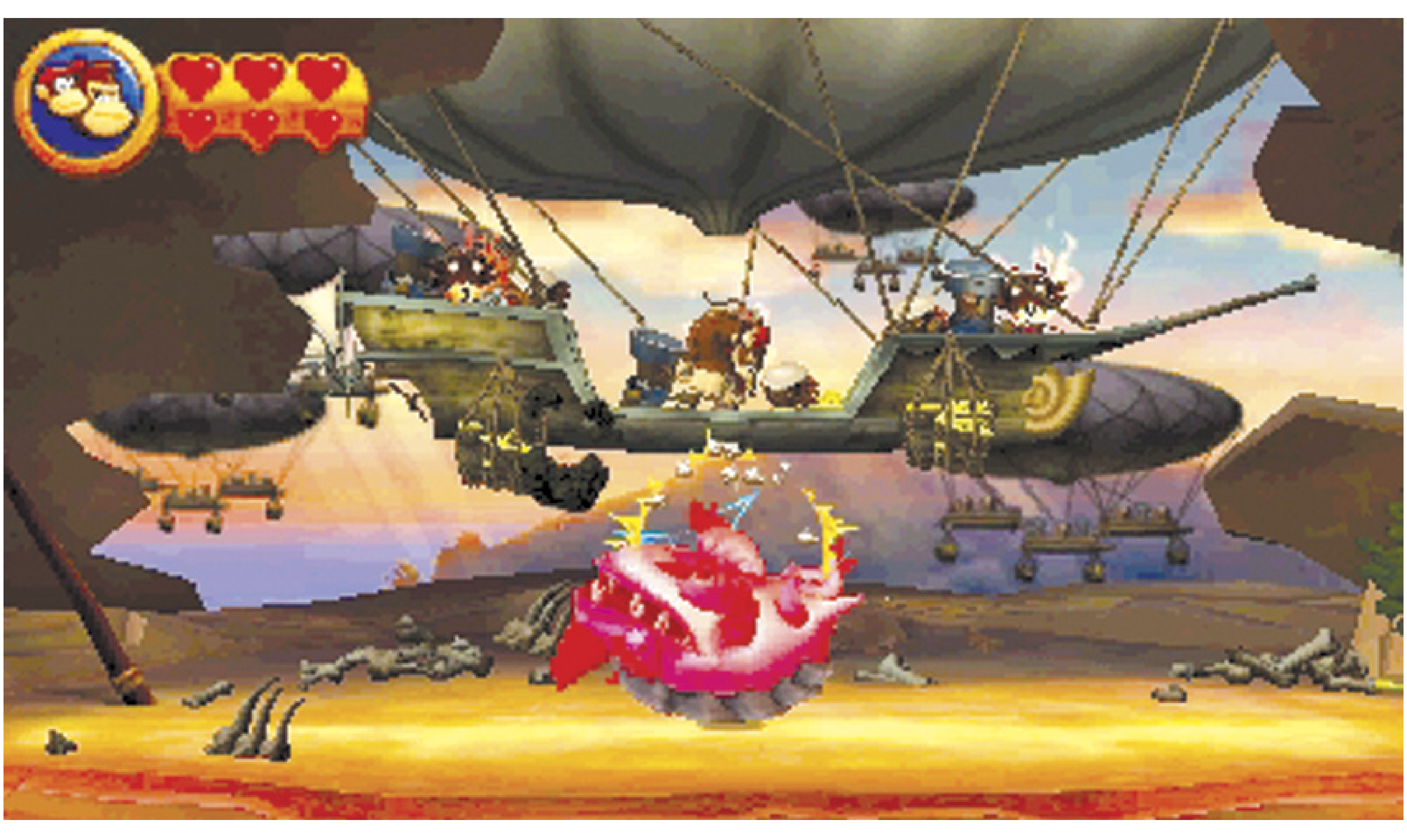
Donkey Kong and Diddy Kong have reached the end of another world and come face-to-face with Thugly. While Thugly normally would not be a problem, the Tikis have decided to posses this large creature and use it to defeat their simian nemeses. Thugly is related to Mugly, the boss from the first area in the jungle. Therefore, many of the tactics you used to defeat Mugly will come in handy here.



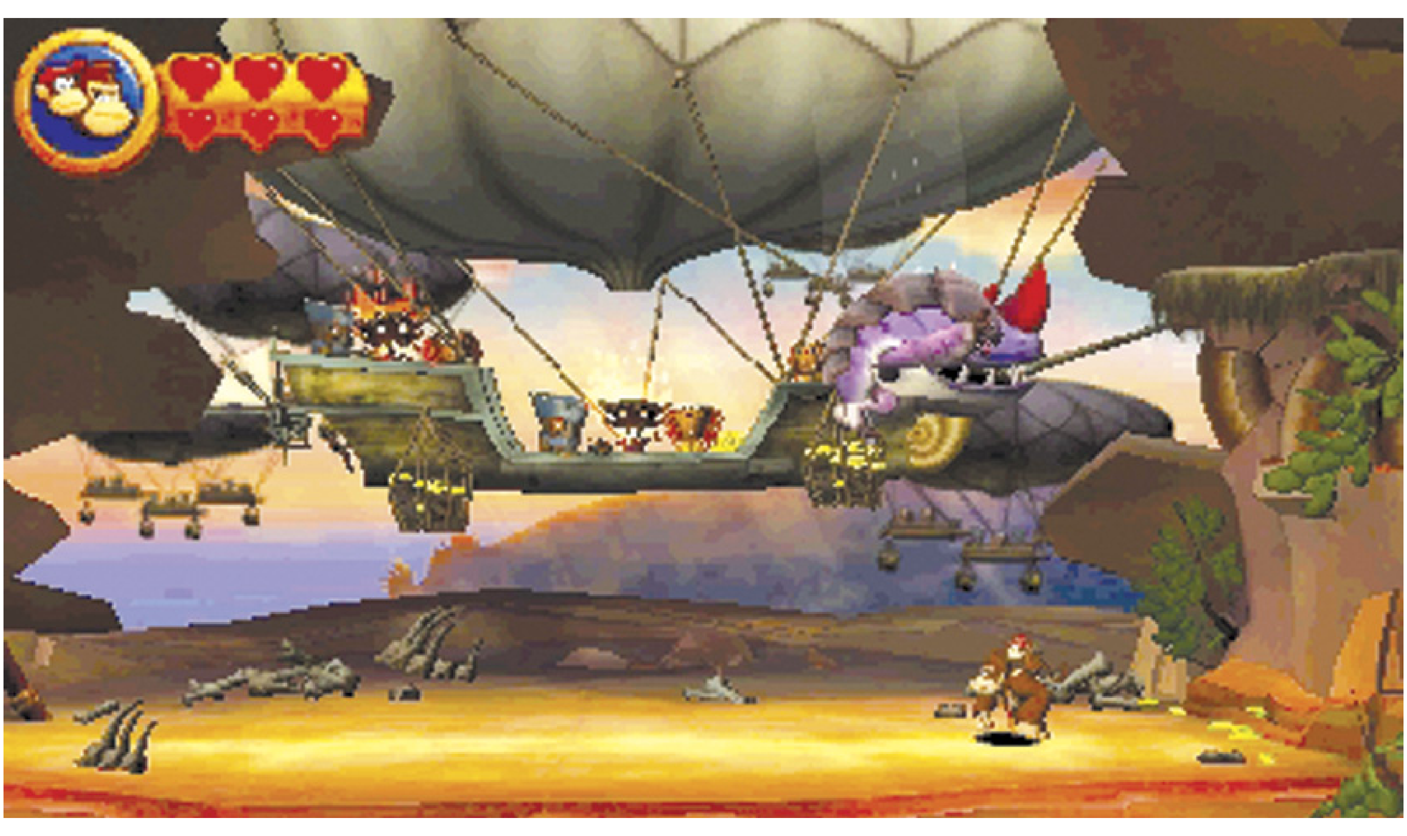
Thugly will start by charging you. His back is covered by armor. However, as he skids to a stop at the arena's edge, his armor will slide forward. This is your chance to jump up and get a hit on the beast.

Caution

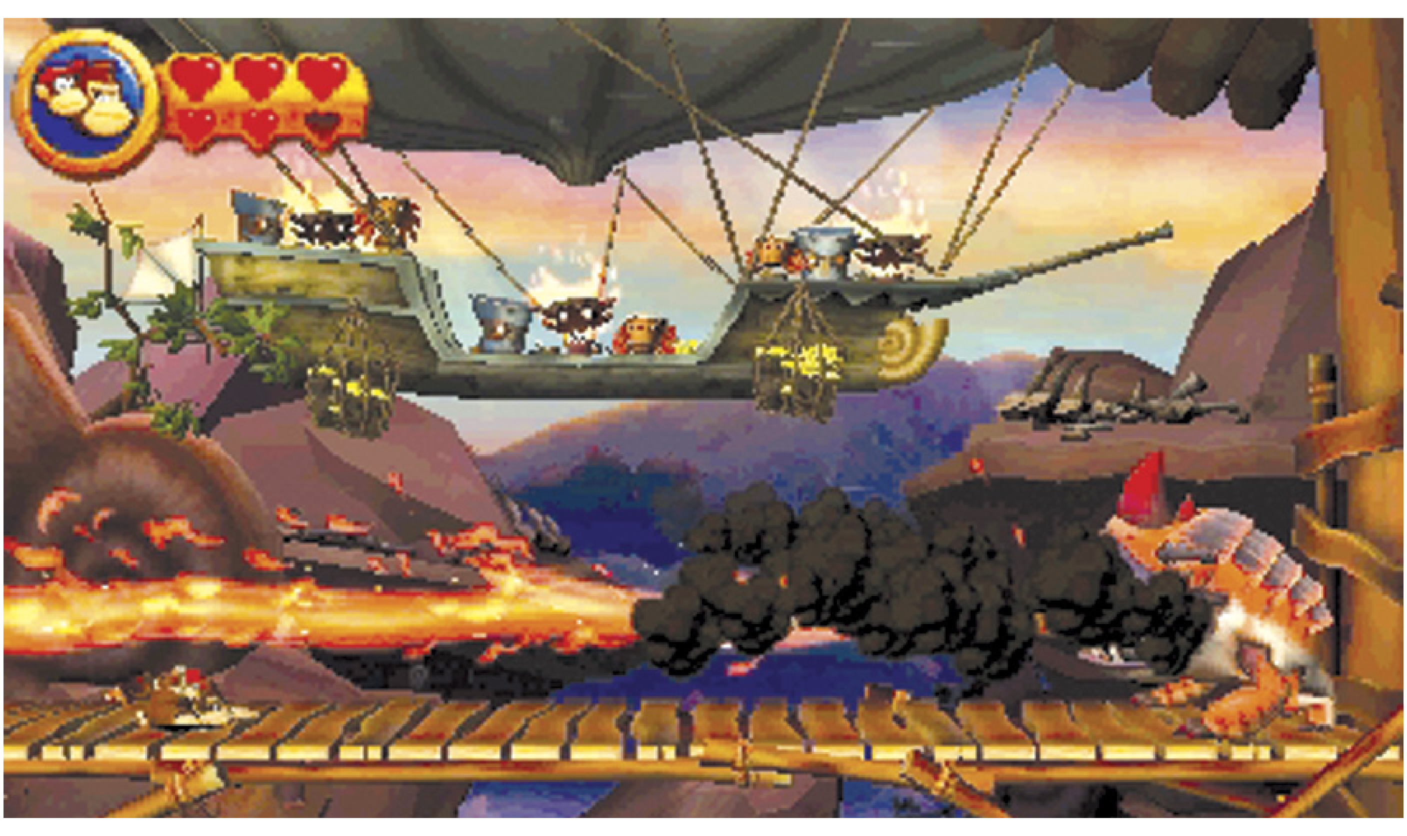
Be careful not to touch Thugly's armor when it is glowing around the edges, or it will burn you and cause you to lose a heart.



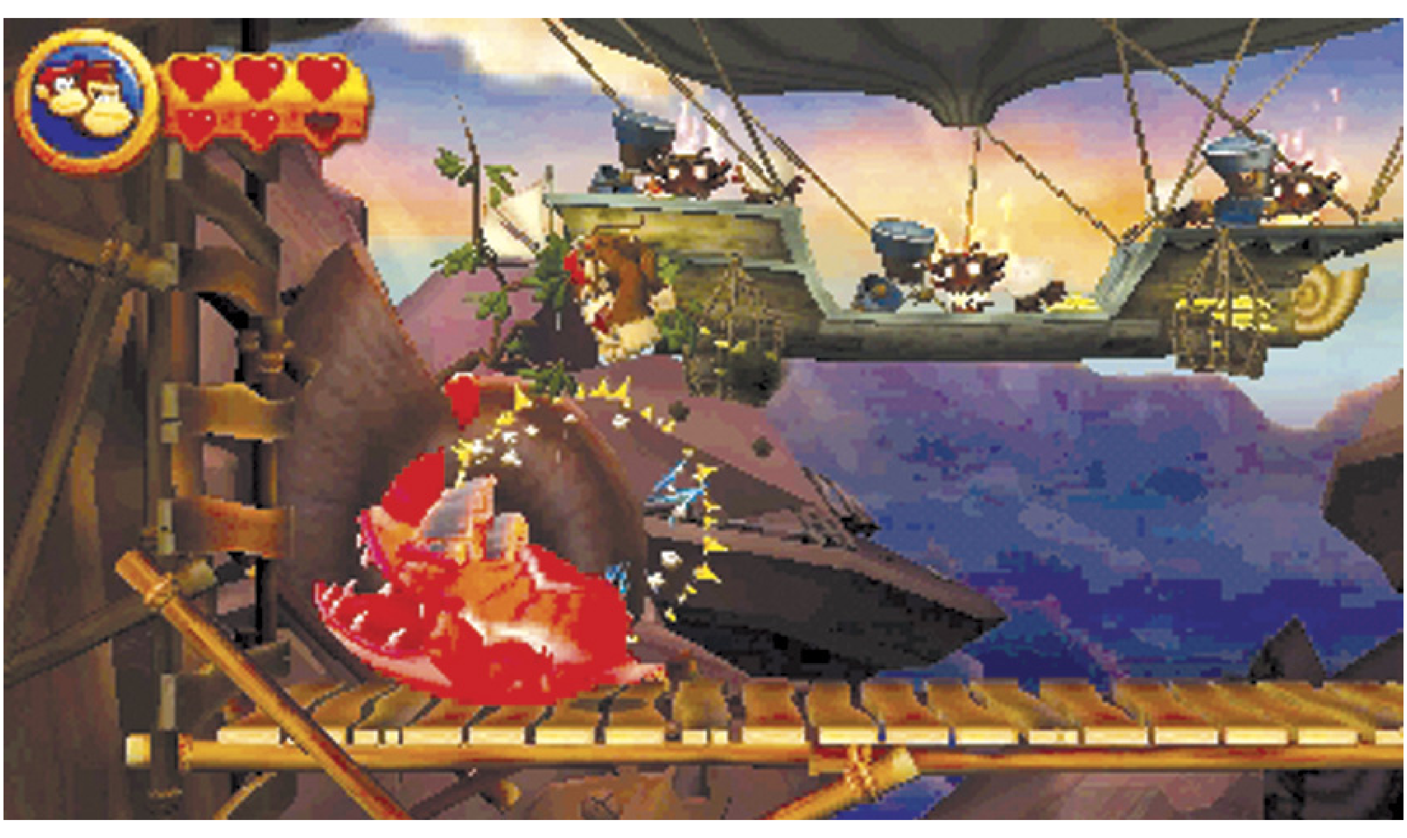
After he makes his next charge, Thugly will stagger backward. Stay out of his way. Wait for him to roll over on his back and then jump onto his stomach to get in another hit.



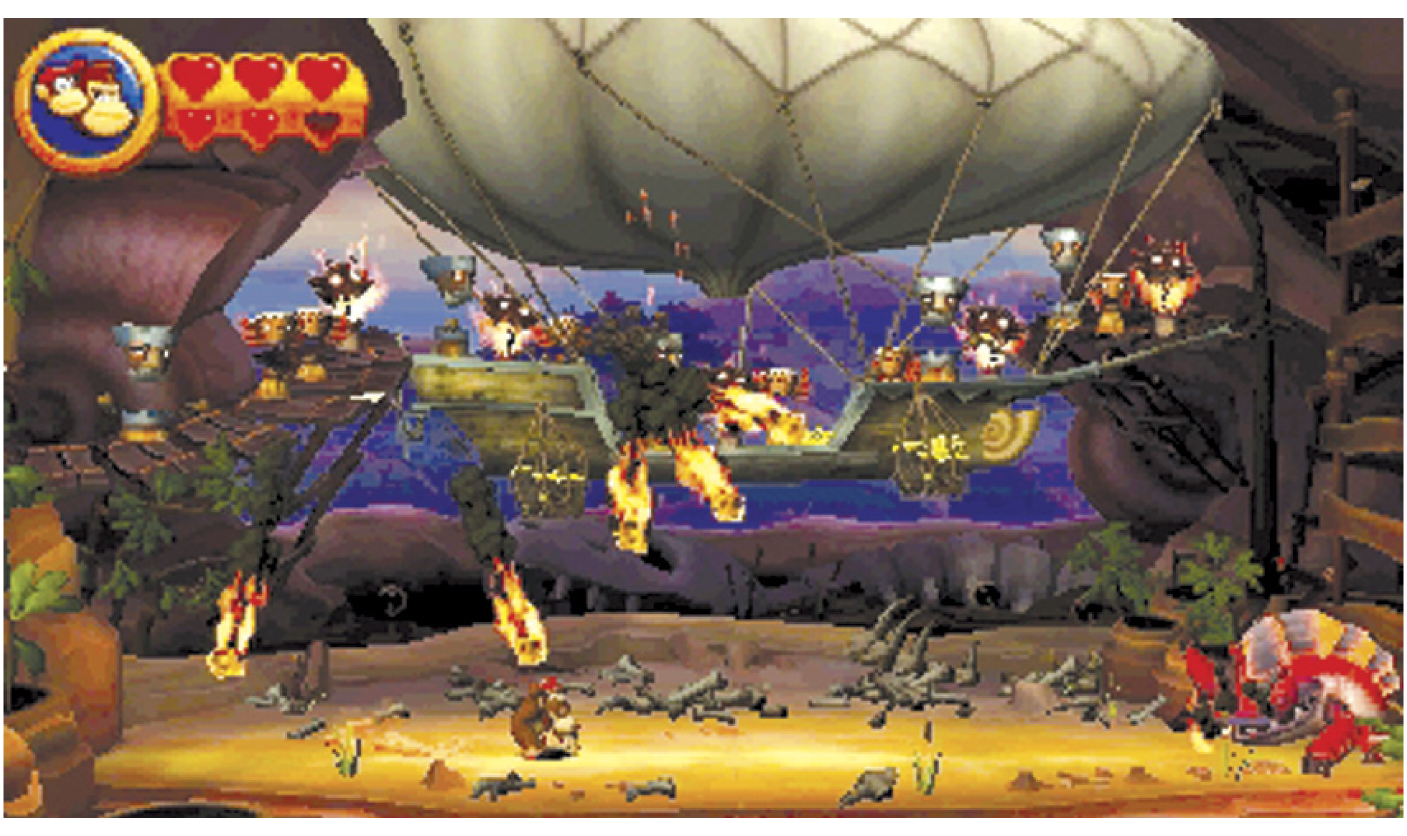
Thugly now tries a jumping attack. He leaps high into the air and tries to land on you. Roll underneath him to get out of the way, and jump up to avoid the shock wave. Get in a third hit during one of his following charges to send the battle to the next round.



After pounding the ground and dropping the battle to a wooden platform, Thugly will spit fire at you. Duck down to avoid being roasted.



Thugly will make the same three attacks as before, along with the fire attack. Get in three hits to send the battle down to a lower area and the final round.

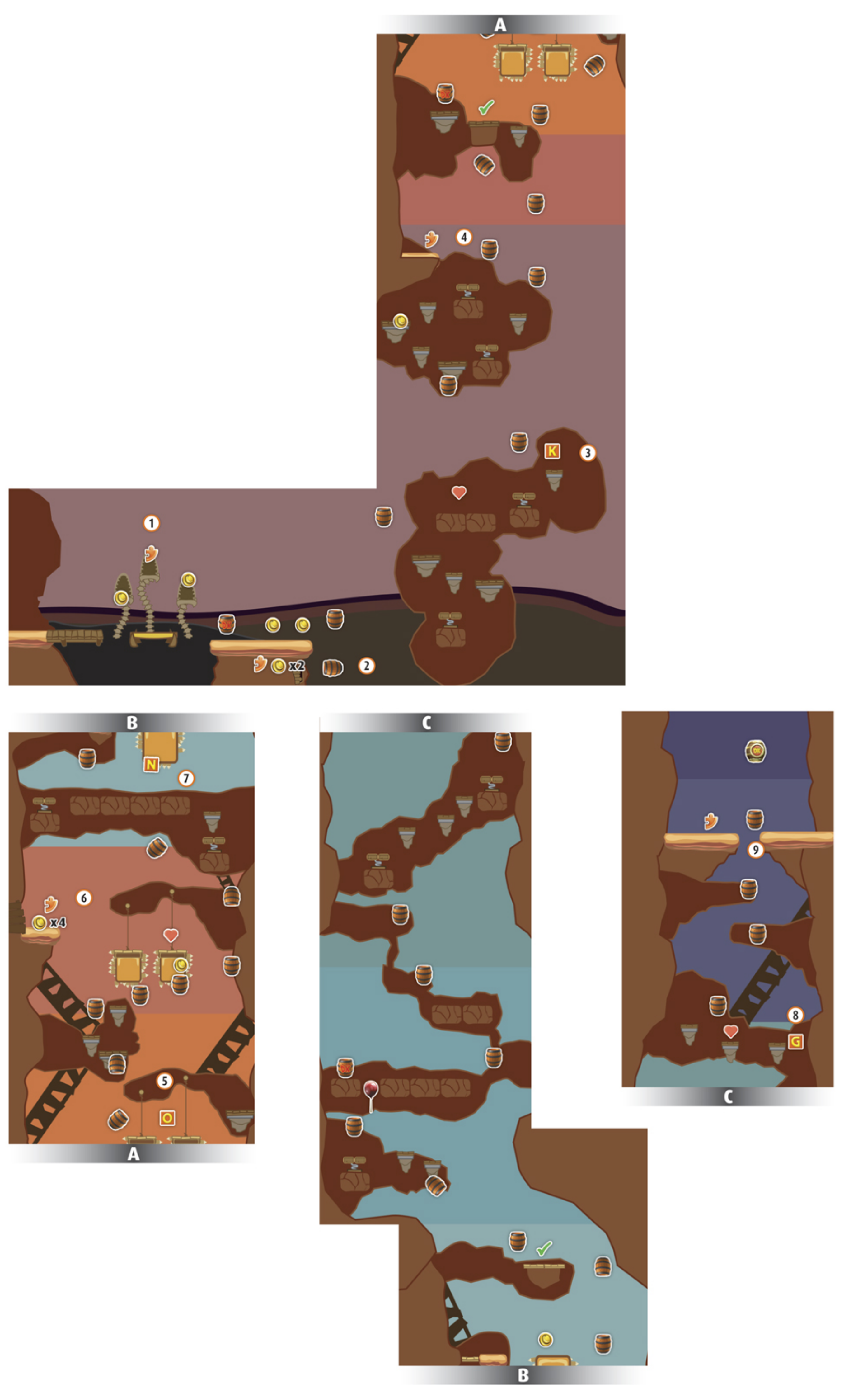


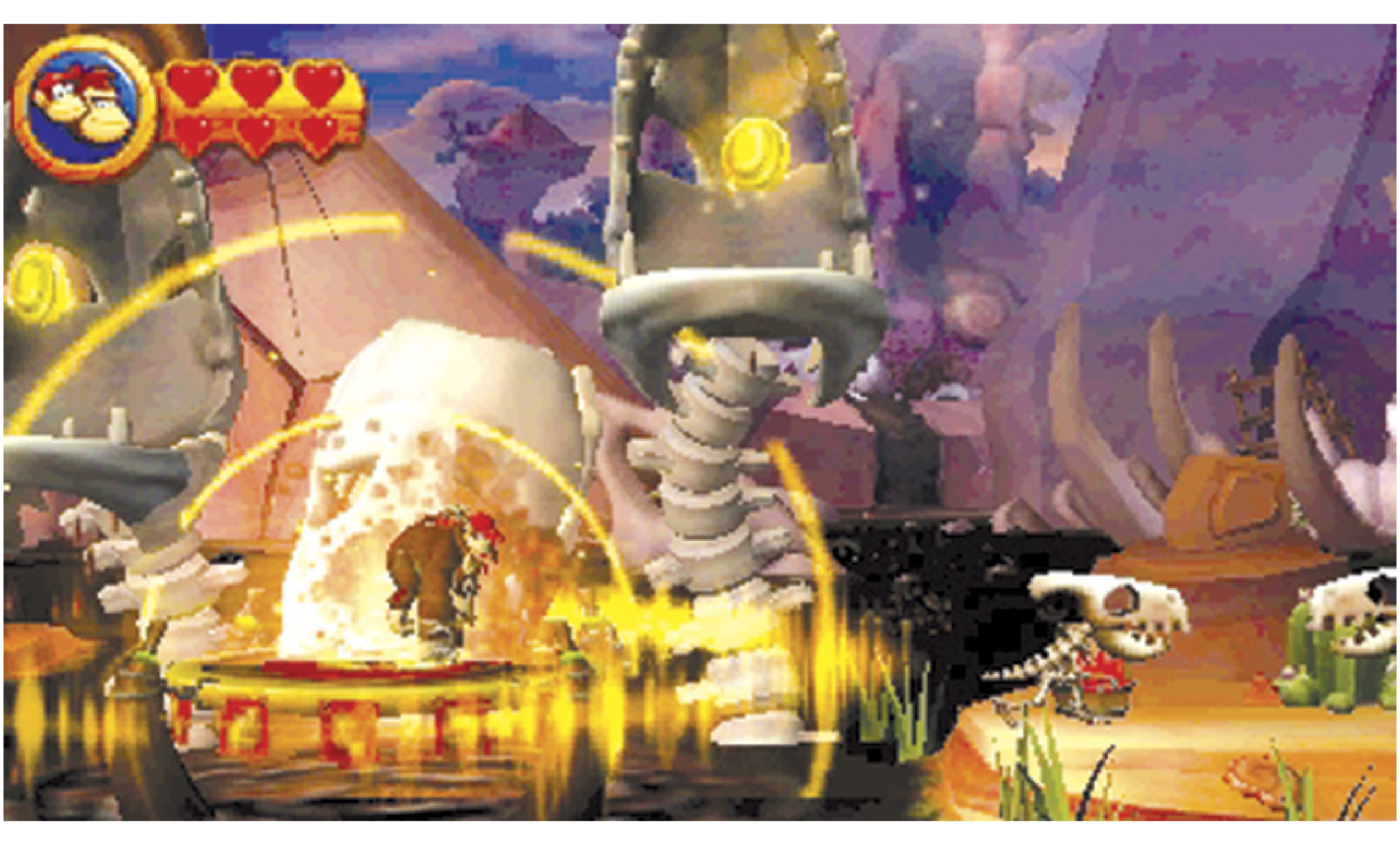
During this round, Thugly spits a fireball at you. The fireball splits into several smaller fireballs as it descends toward the ground. Dodge these or you will lose a heart.

Thugly continues to use the previous four attacks, and after a couple of hits on him, he will make quick charges. Get in a third and final hit to defeat Thugly once and for all. Run up and hit the Tiki as it emerges from Thugly to complete this world and unlock the next.

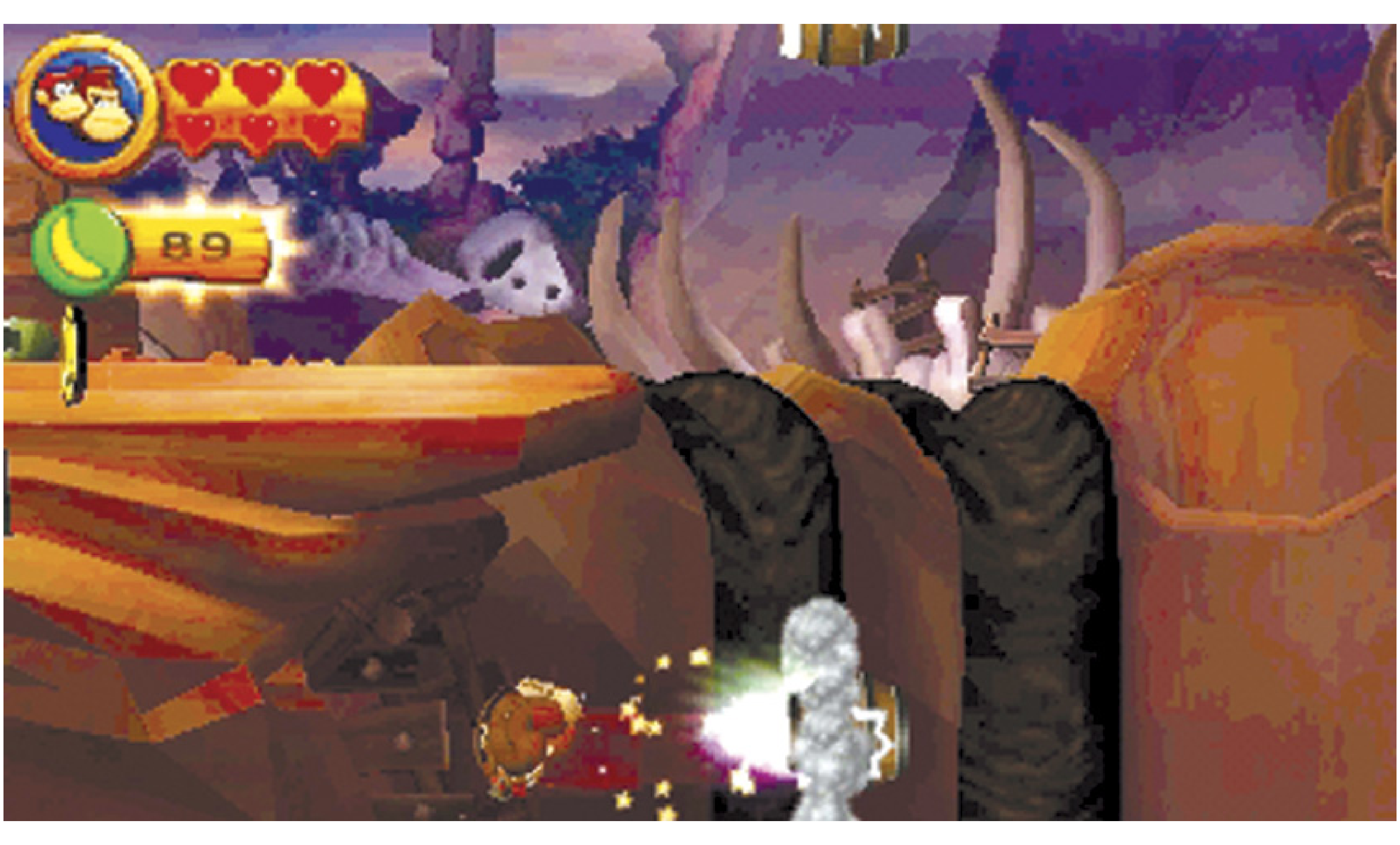
World 6

Clifftop Climb

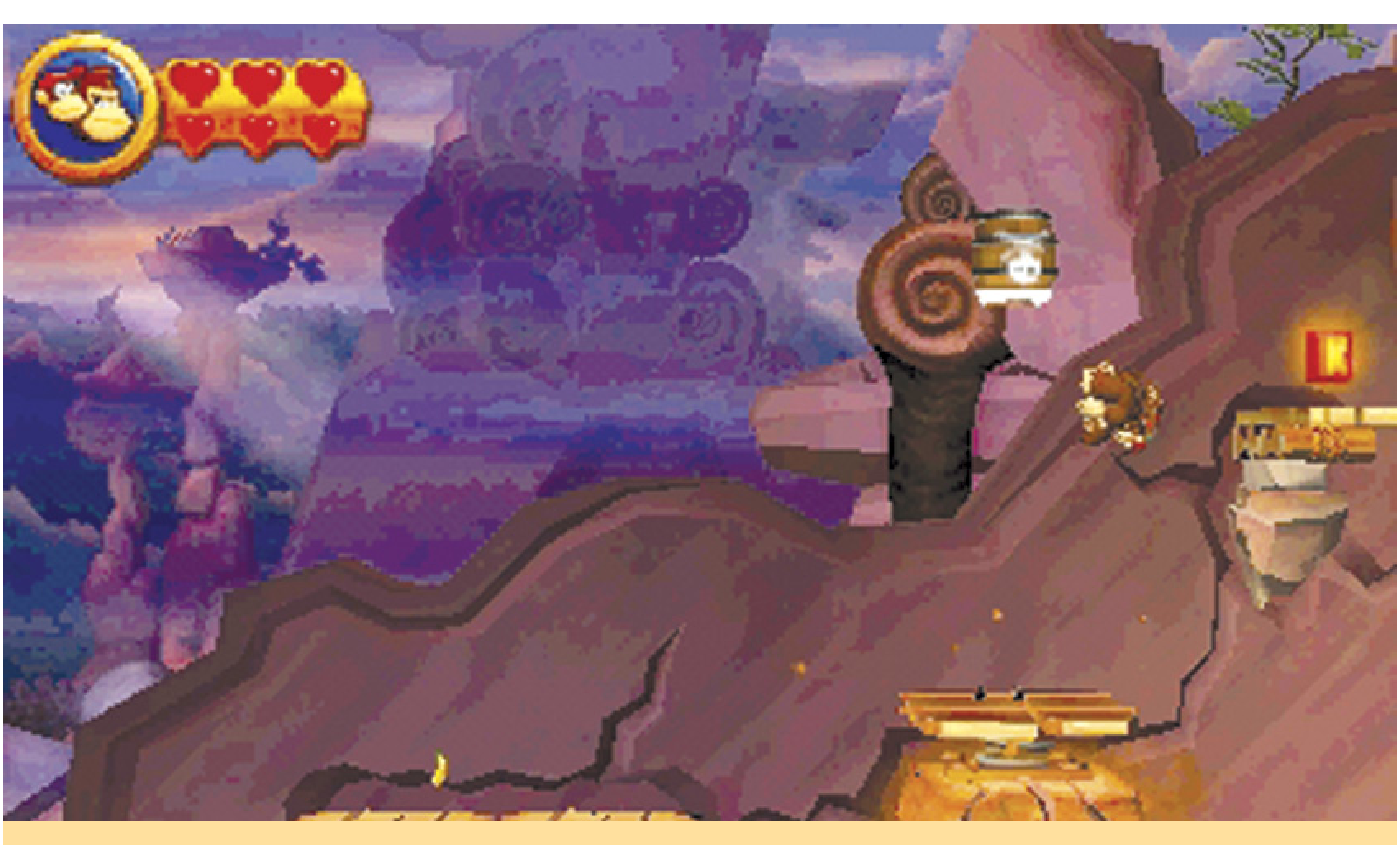




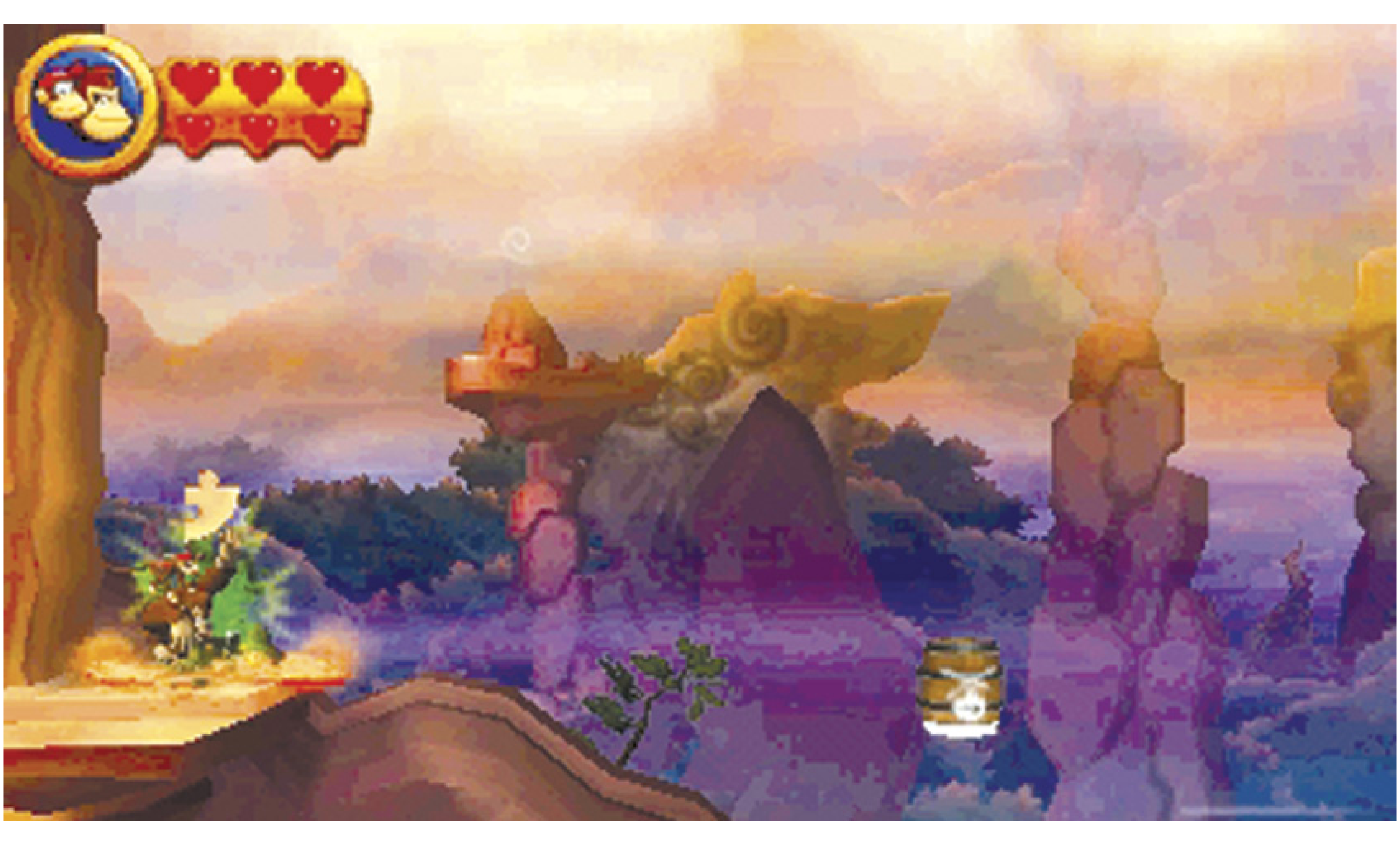
① When the level begins, pound on the DK platform several times to cause three skeletons to rise. Jump into the skulls to get coins and a Puzzle Piece.



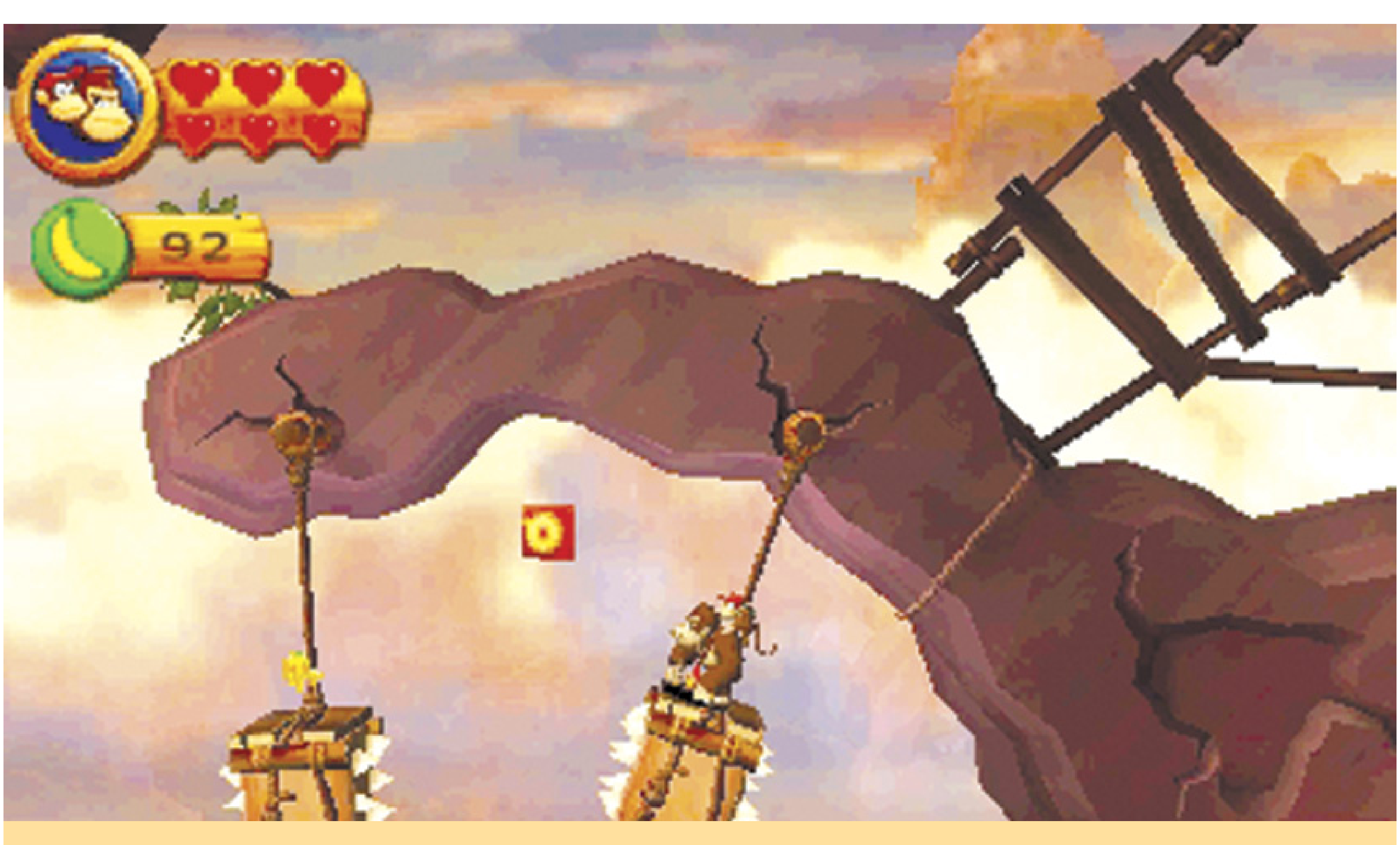
② Move to the right edge of the first platform and drop down instead of jumping into the barrel. You will fall into another barrel that shoots you into a bonus area. Clear out the bananas and coins to get the Puzzle Piece.



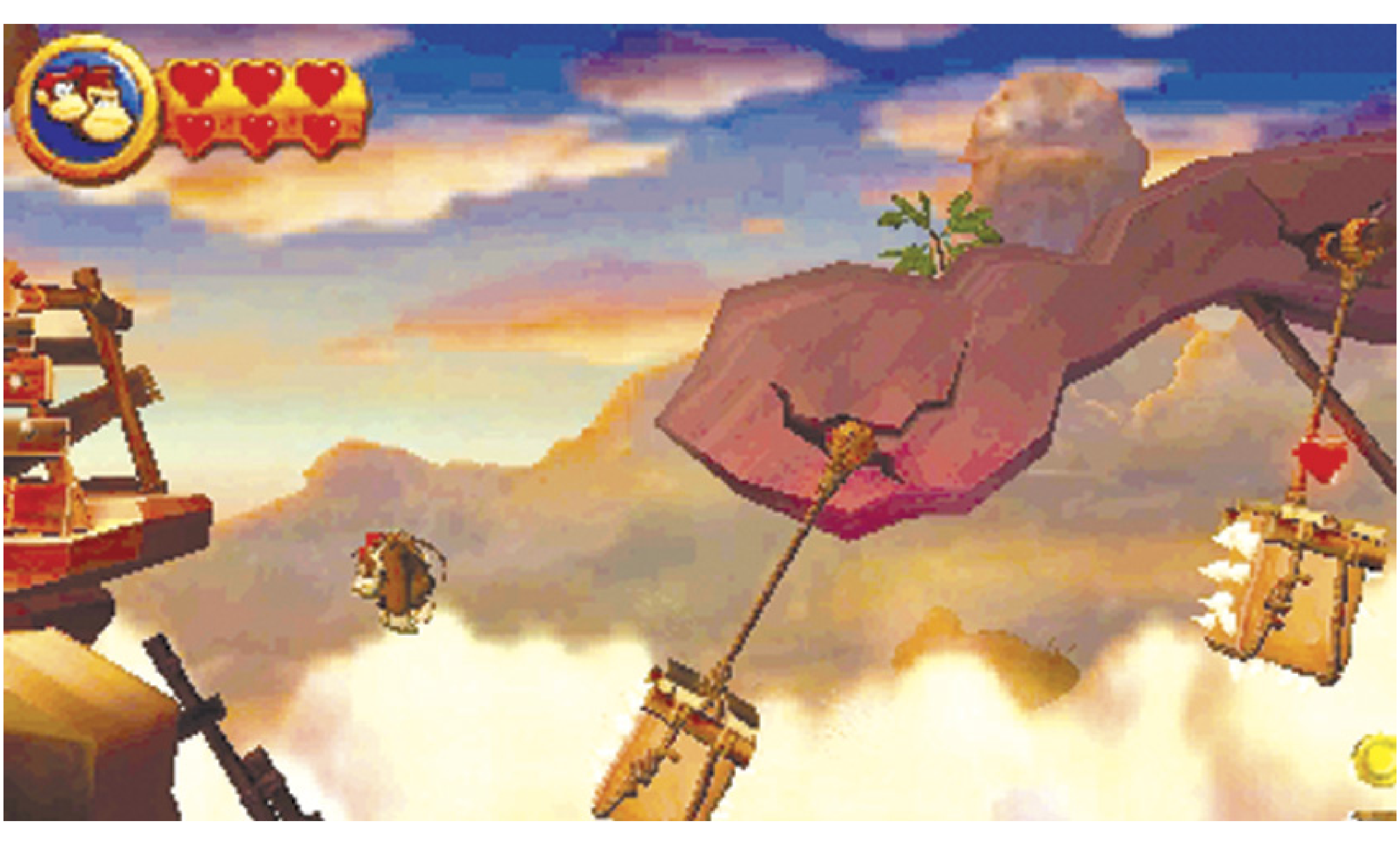
③ K As you jump from collapsing rock platforms and springboards, look for the K KONG letter. When you jump up to get it, be careful to jump to the right and avoid the barrel. Once you have the letter, then jump into the barrel to continue.



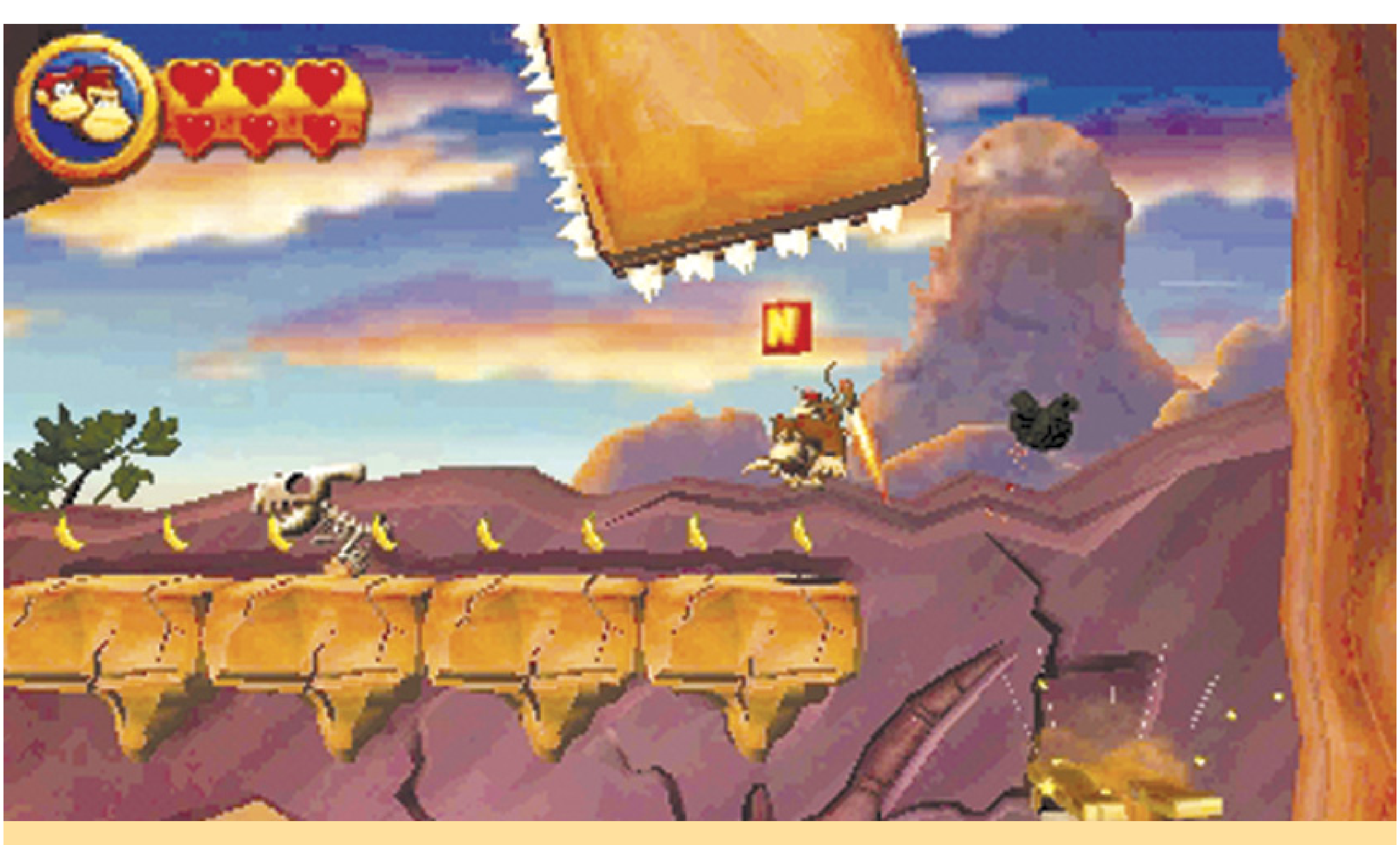
④ After shooting from a barrel near the K KONG letter, you work your way up another series of small platforms. Stay to the left and use a springboard to get onto a platform with a cactus. Pound the plant to find another Puzzle Piece. Then jump over to the barrel to the right to move on.



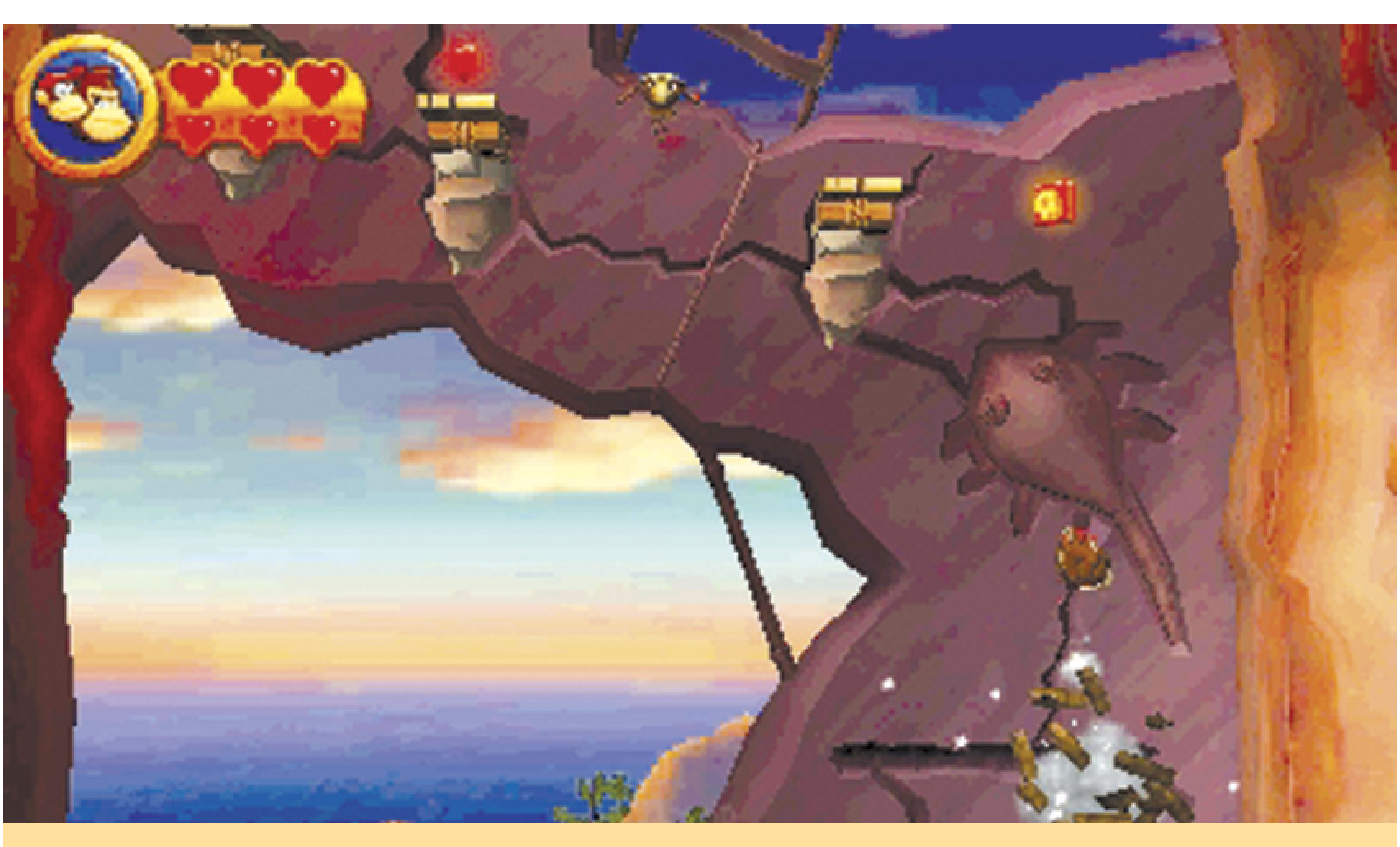
⑤ O After passing by the first checkpoint, you will shoot up to some swinging blocks. Jump across to the left from one to the other. Along the way, grab the O KONG letter for your collection.



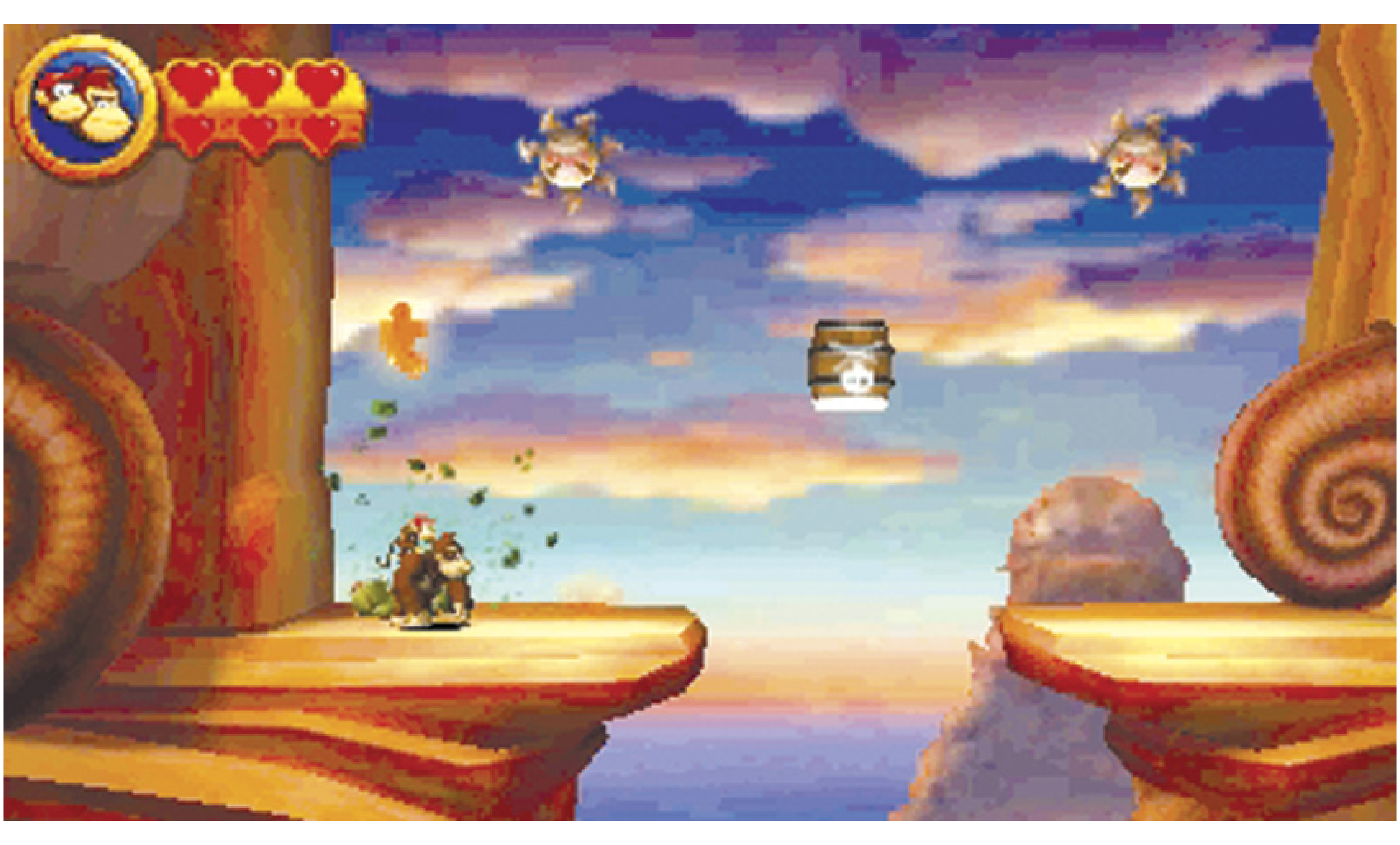
⑥ When you reach another pair of swinging blocks, jump up and hover over to the left to enter a cave. A bonus area is located here. Collect the four Coins and several bunches of bananas to earn a Puzzle Piece.



⑦ N The N KONG letter is located underneath a large swinging block covered in spikes. Move across the collapsing platforms and carefully leap over the Skellirex to get the letter while avoiding the spikes. This can be tough, since you have to keep moving or you will fall when the platforms drop away.



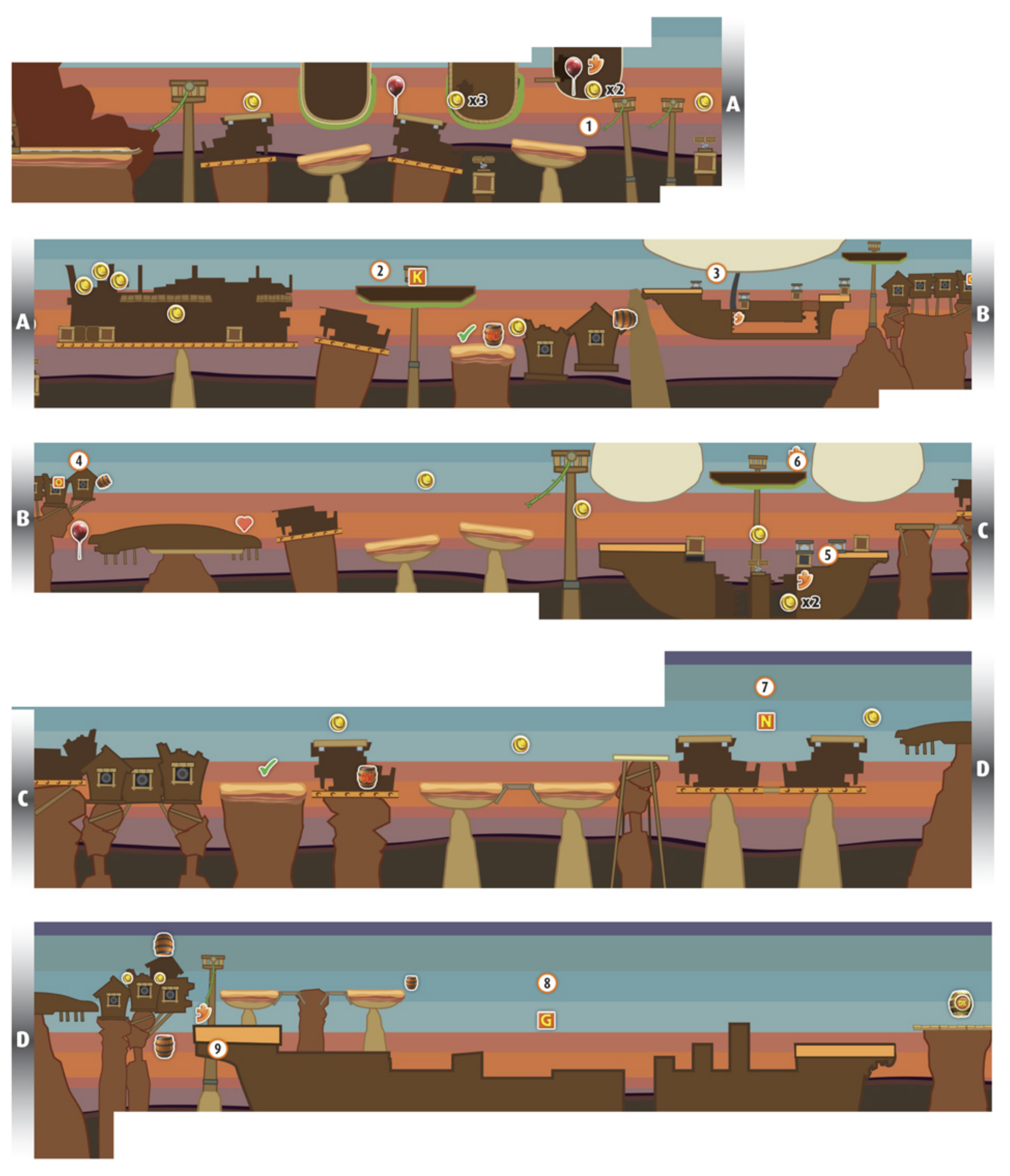
⑧ G The G KONG letter is hovering over a springboard. The platform beneath the springboard will fall away after a while, so you must quickly jump up, grab the G KONG letter, and move to the left to land on the next platform. You get only one shot, so make it count.

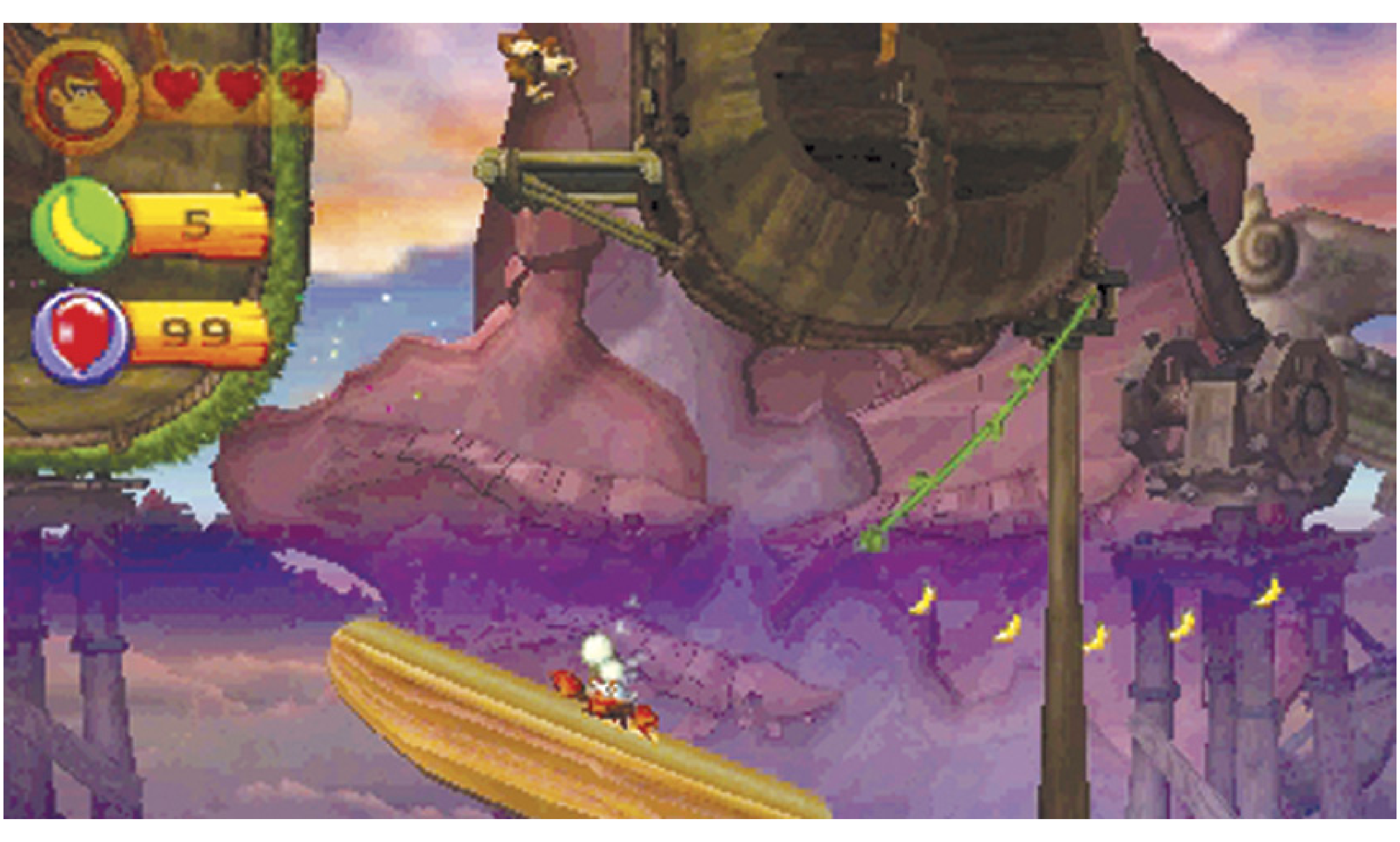


⑨ Near the level's end, as you are using barrels to shoot your way to the top, move to the left so you land on this platform. Pound on the cactus to get the last Puzzle Piece, then jump into the nearby barrel and continue to the Slot-Machine Barrel to complete the level.

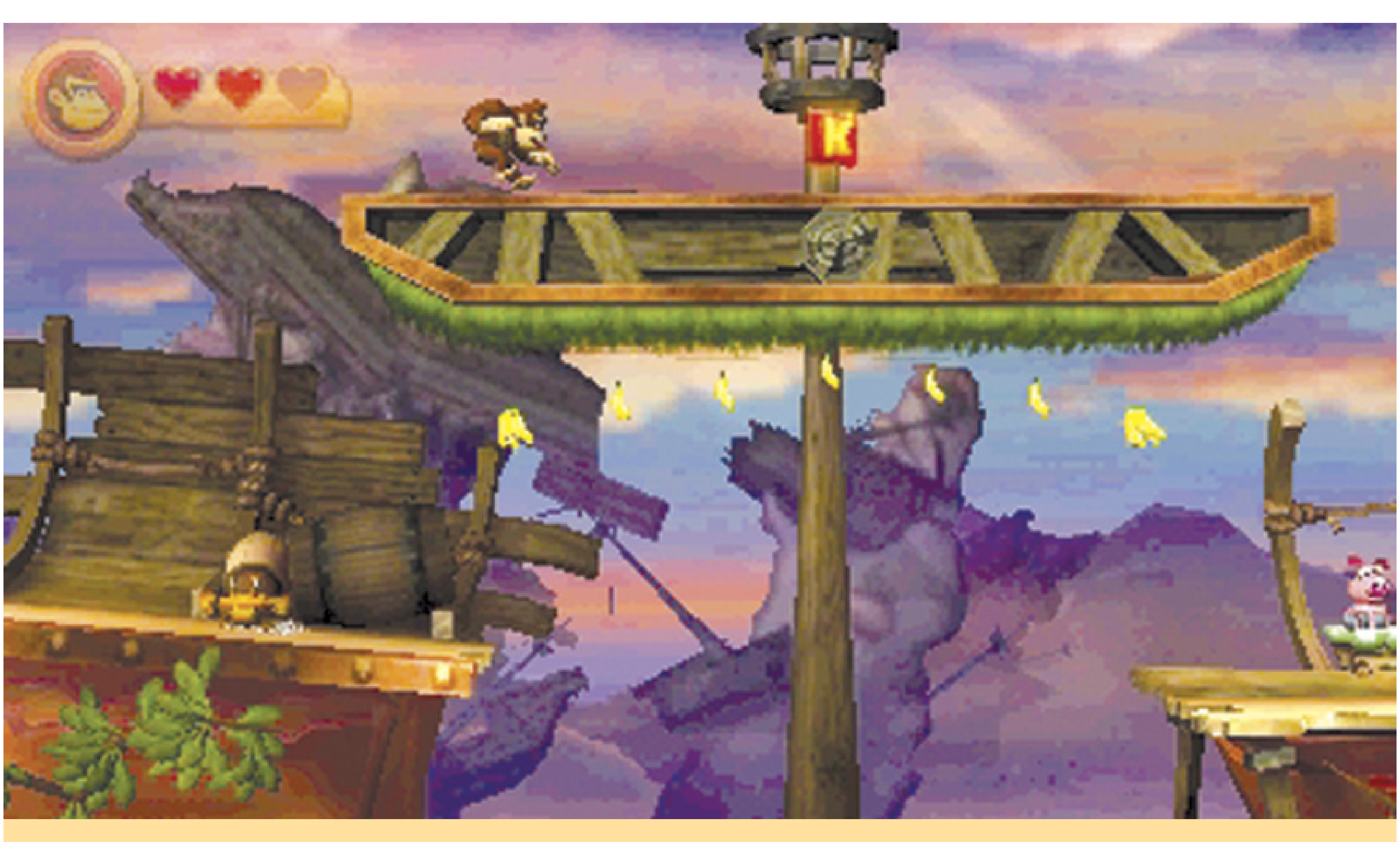
World 6

Tippy Shippy

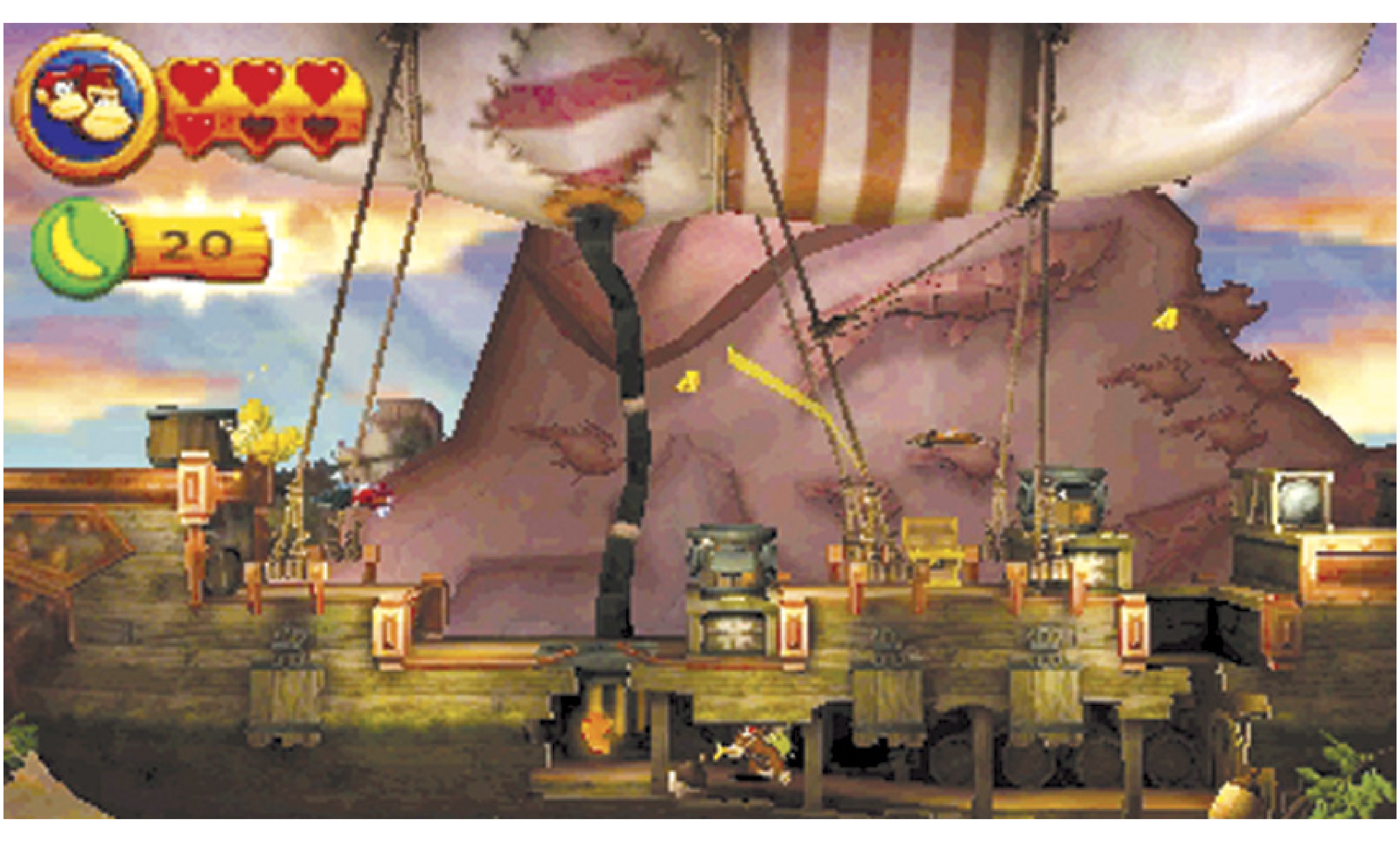




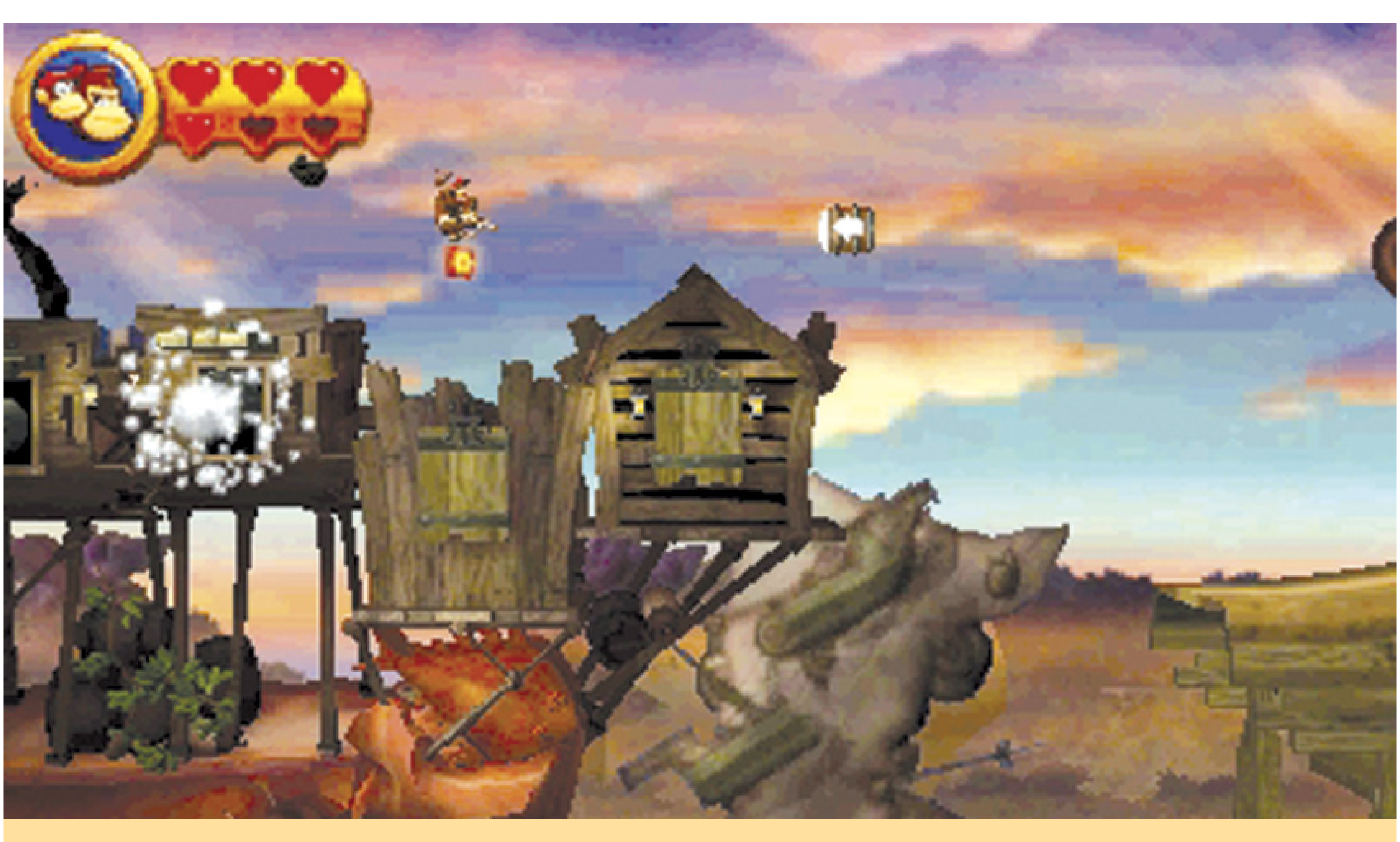
① As you are climbing along the grassy hull of this hanging ship, pound the hole in the bottom left to get several Coins and bananas. Then climb to the right side and jump across to the gangplank on the third hull. Enter the hull to find the bonus area. Clear it out to get the first Puzzle Piece.



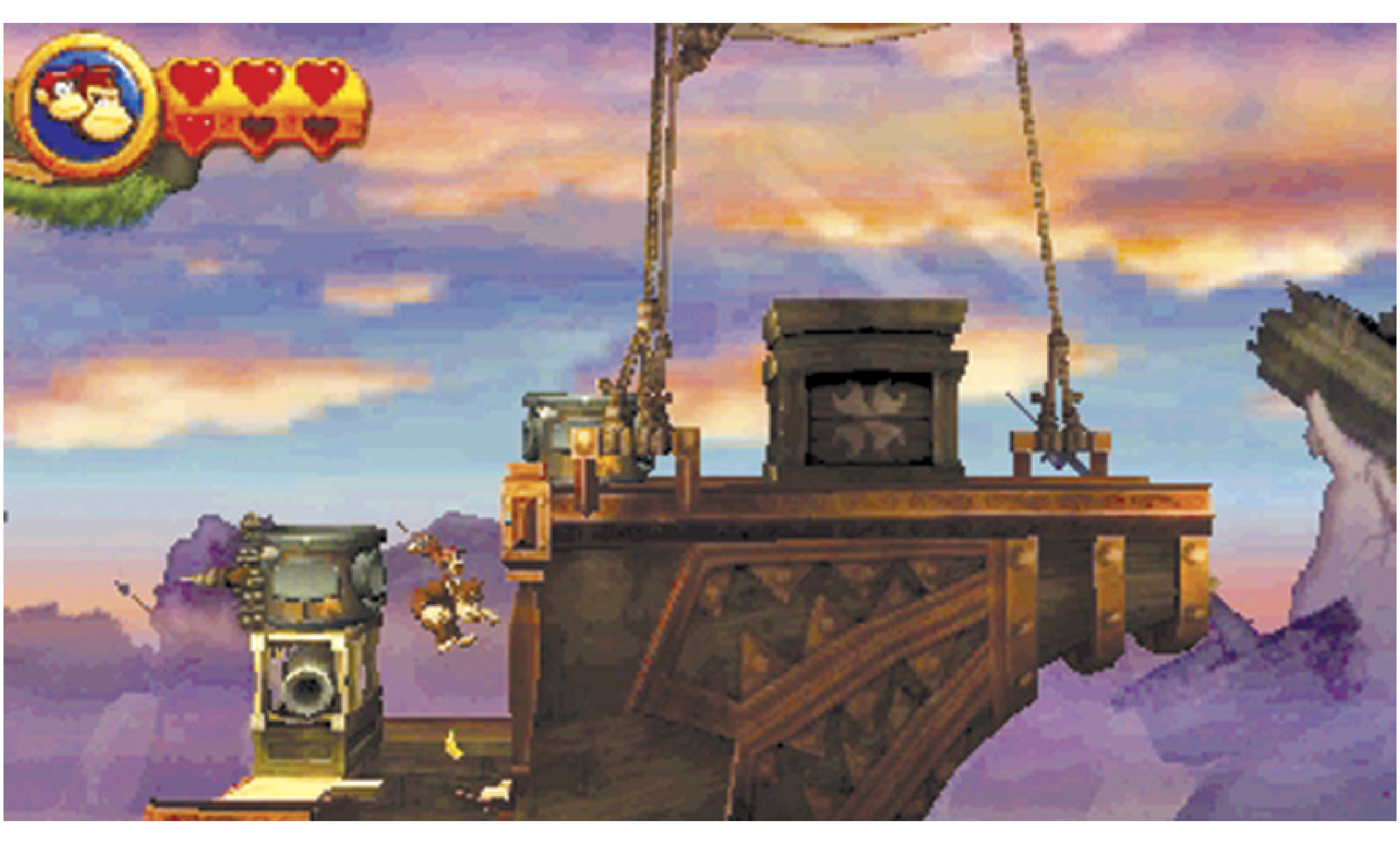
② K The K KONG letter can be tough to get. First climb across on the underside of the grassy mast to reach the checkpoint and pick up the DK Barrel; Diddy Kong's hover-jump will make this easier. Then head back to the tippy ship to the K KONG letter's left, leaving the platform below the letter tilted down to the left. On the top deck, move to the far left so the ship tilts left. Then run and jump across the top deck as you go to the right. As soon as you touch the deck, jump again and hover-jump to prevent the ship from tilting back to the right. As you get to the right edge, hover-jump across to the platform, landing on top of it and getting the K KONG letter.



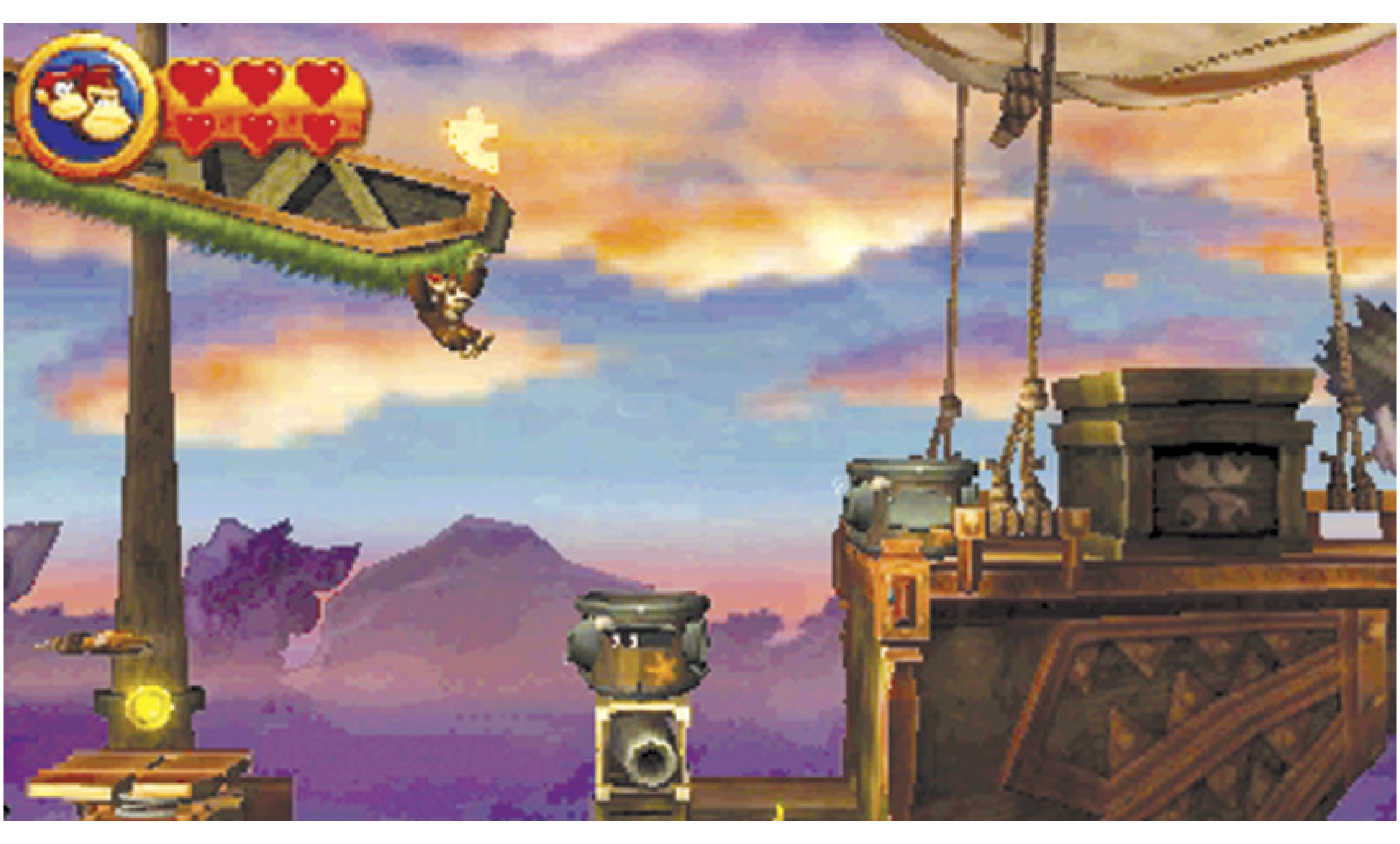
③ Continue past the checkpoint until you reach a ship with some Squid Shots on it. Get past the first two and pound the stone to get to the ship's lower deck. Then head left to collect some bananas and the next Puzzle Piece. Jump onto the top deck and make your way across the ship to continue to the right.



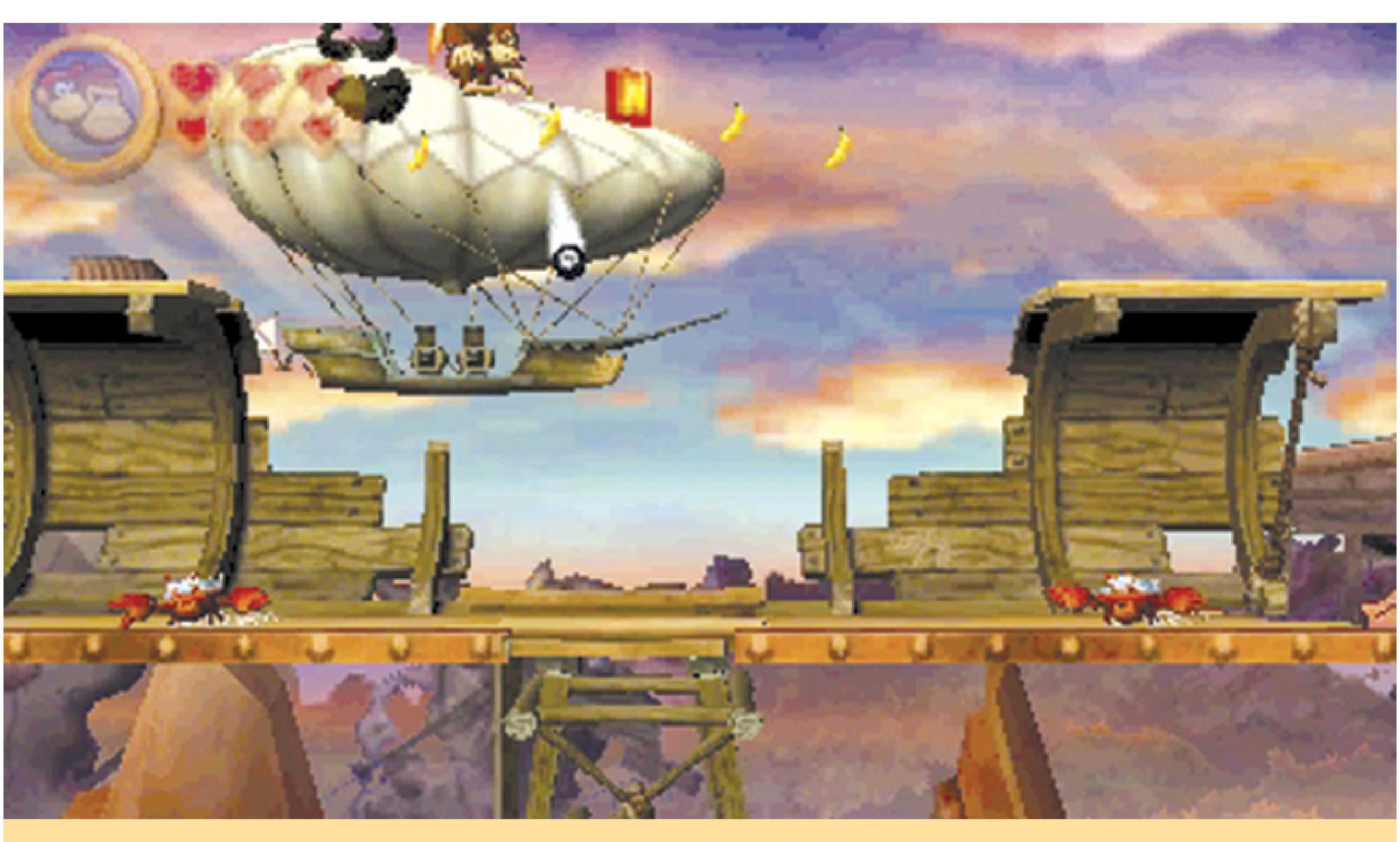
④ O When you reach a building with cannons firing out of it, you must time your jumps just right to land on the open hatches. As soon as a cannon fires, the hatch will close, so you must be in the air, hovering near the next open hatch. Make your way across and pick up the O KONG letter along the way.



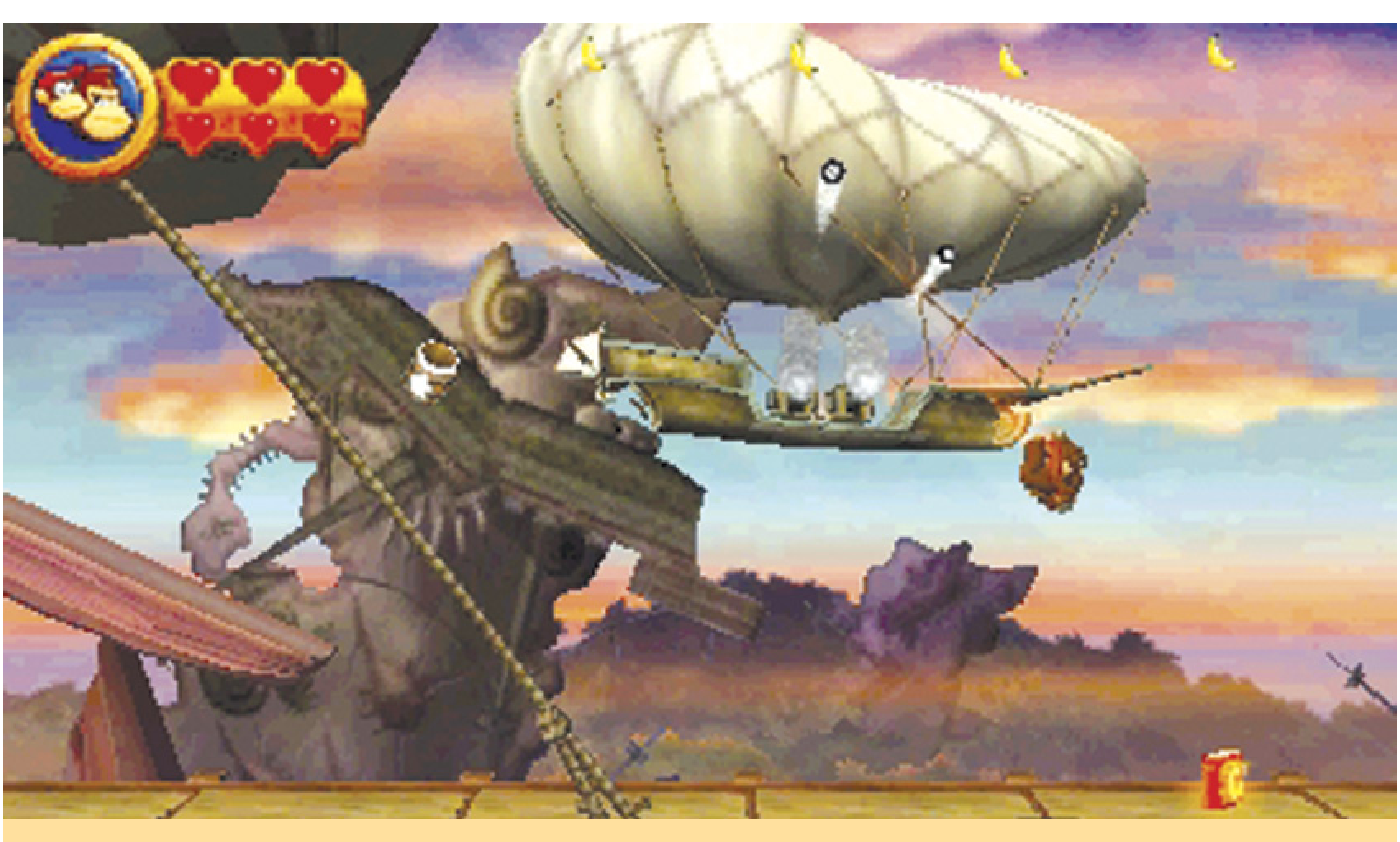
⑤ When you get to the next ship, go to the stern. Look for a banana between the two rear Squid Shots, and drop down to get it. You will also be dropping into a bonus area. Clear out all of the bananas and Coins to earn the Puzzle Piece.



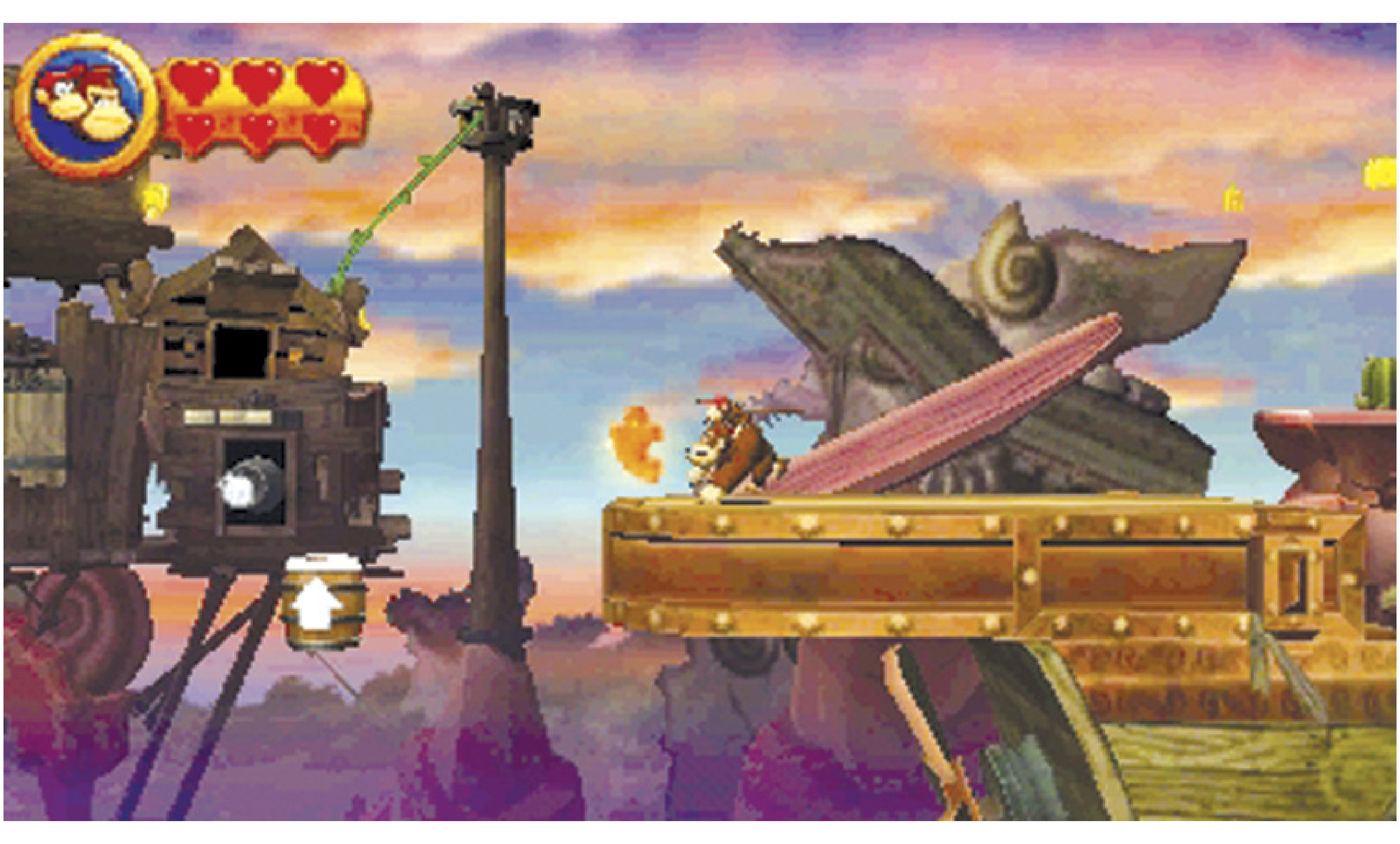
⑥ As you emerge from the bonus area, jump onto the grassy mast and climb to the right to make it tilt as much to the right as possible. Jump to the ship's stern and then run and jump onto the top of the grassy mast to get a Puzzle Piece.



⑦ N Pass by the next checkpoint and keep going. When you get to a wrecked hull, jump onto the top platform and leap across to get the N KONG letter. Watch out for cannonballs. They will split the hull in two.



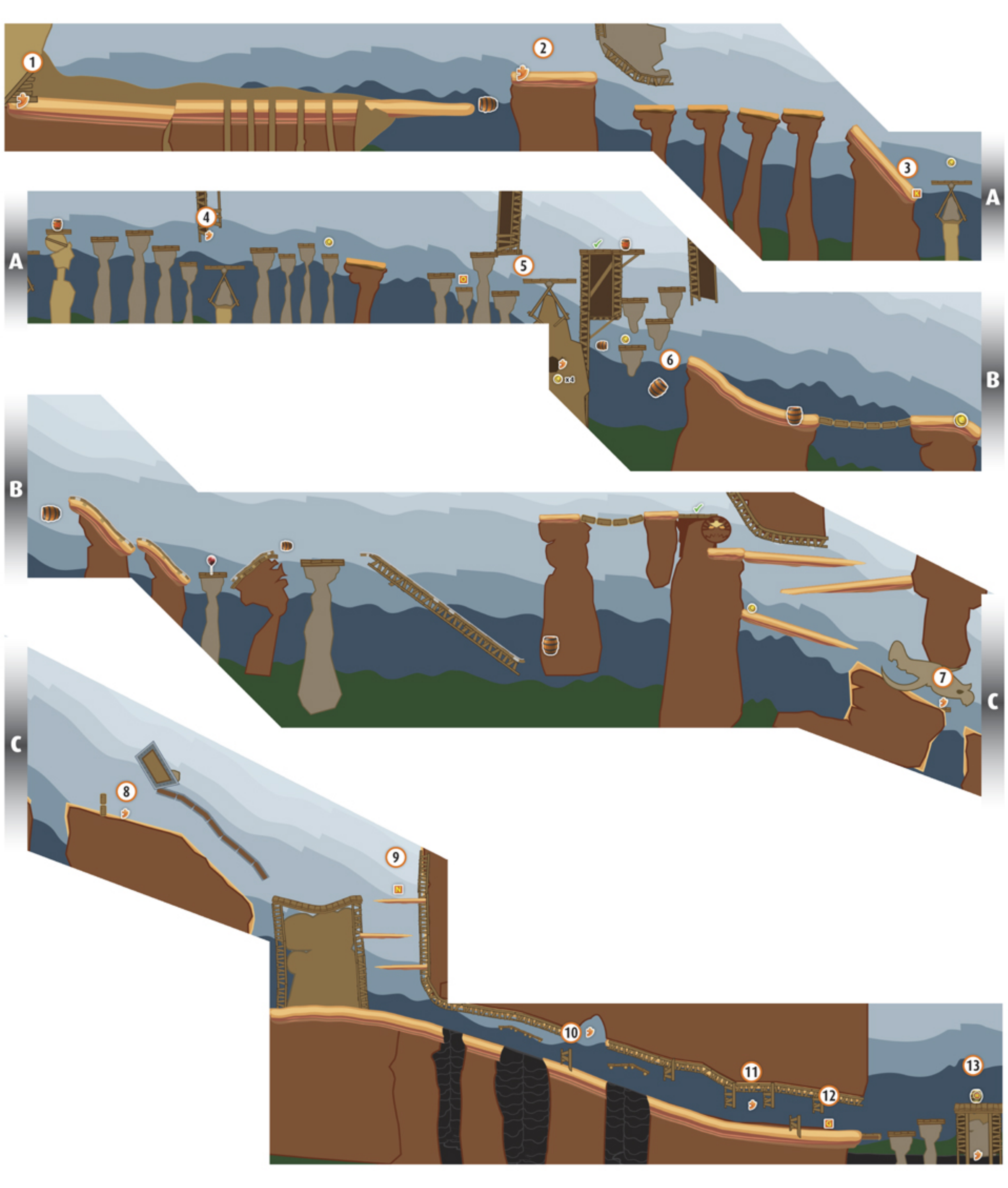
⑧ G Keep working your way to the right. Jump into a barrel when you reach the end of a background area. This will shoot you right onto the G KONG letter, allowing you to finish up K-O-N-G.

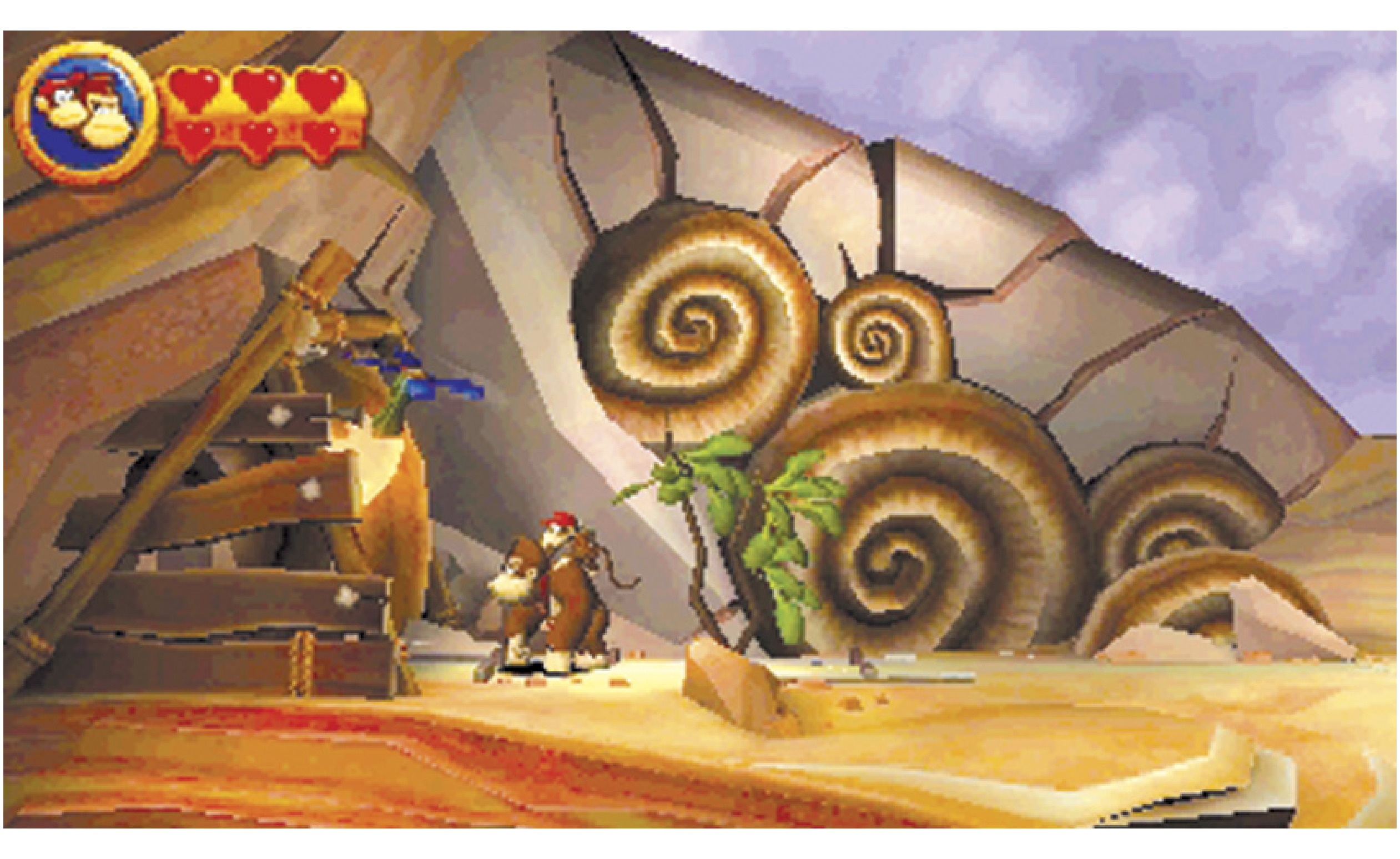


⑨ Now head left across the ship's deck. Pieces of the deck will fall away shortly after you touch them, so keep moving. At the ship's bow, grab the final Puzzle Piece and jump into the barrel to shoot to the Slot-Machine Barrel. Hit it to complete the level.

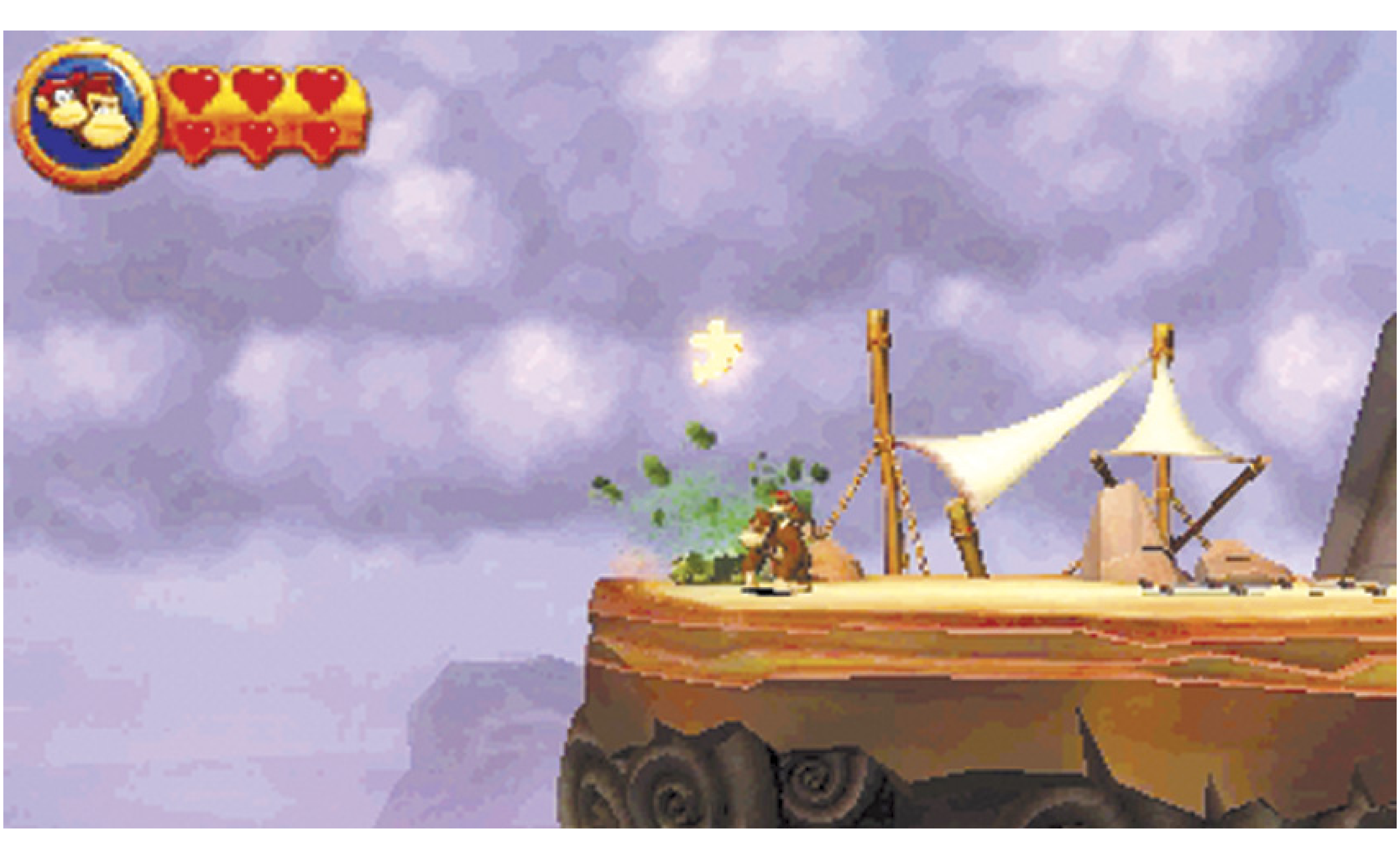
World 6

Crumble Canyon

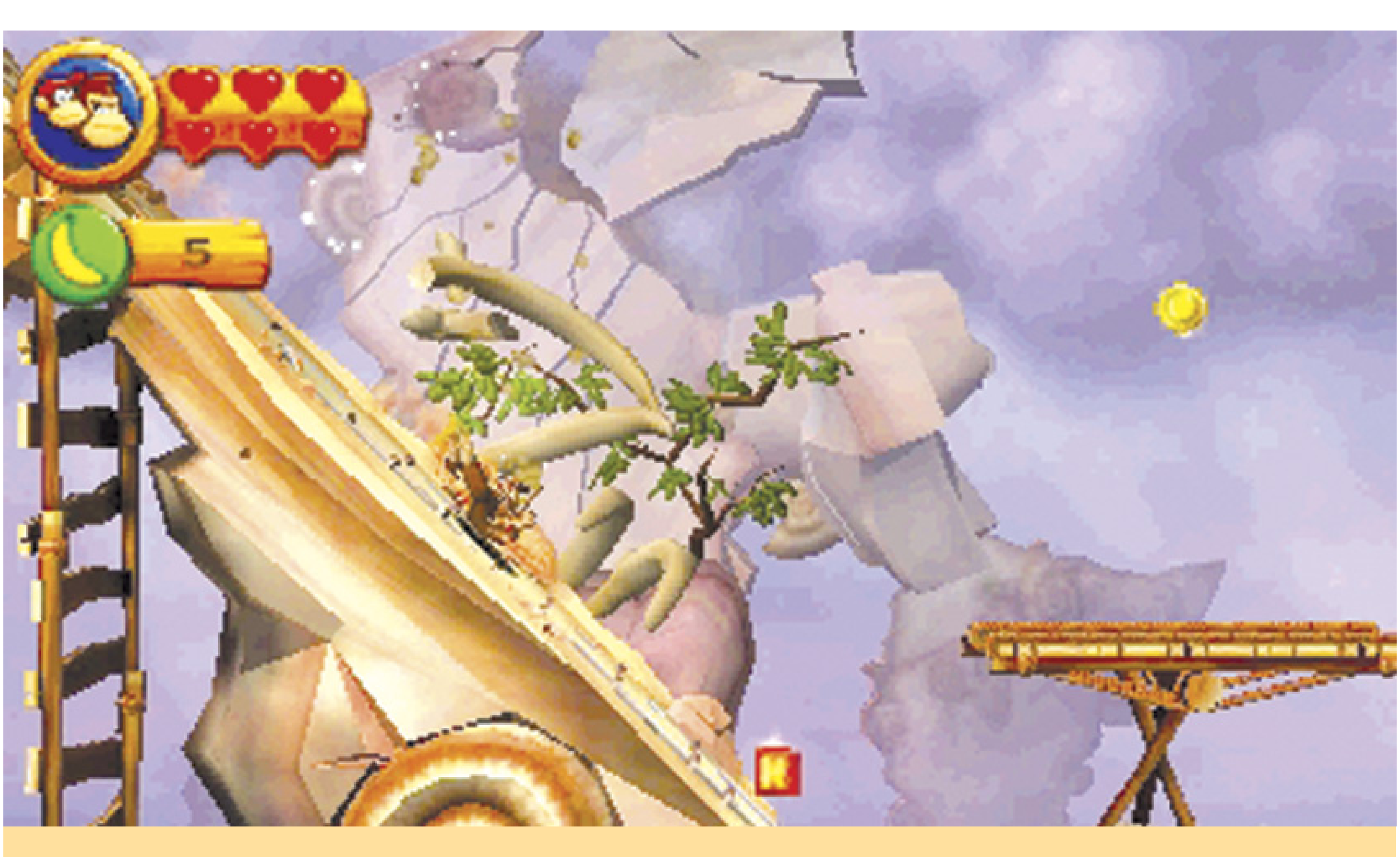




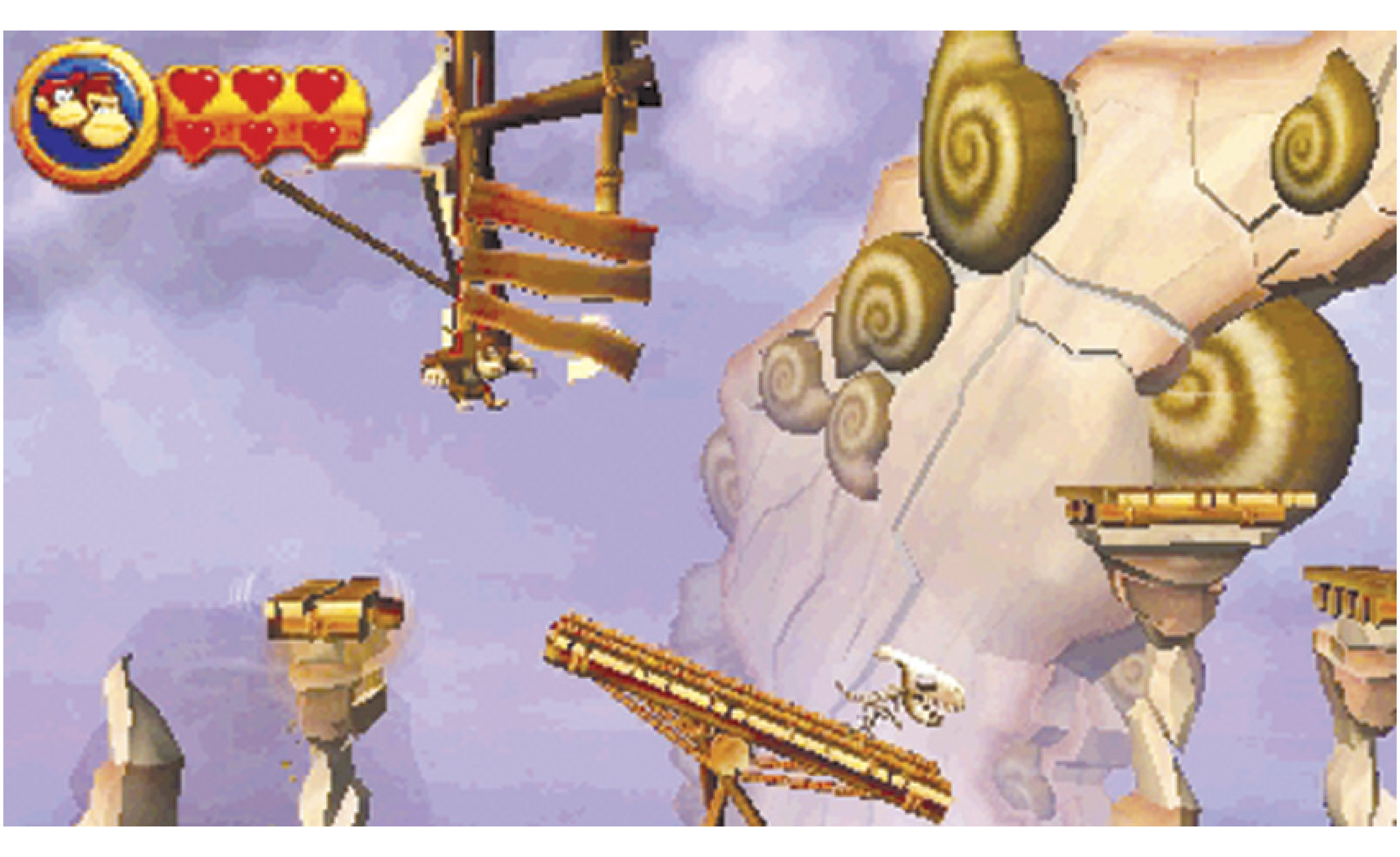
① You can easily get the first Puzzle Piece right at the start of the level. Just blow on the blue flower and the Puzzle Piece will pop out of the ground.



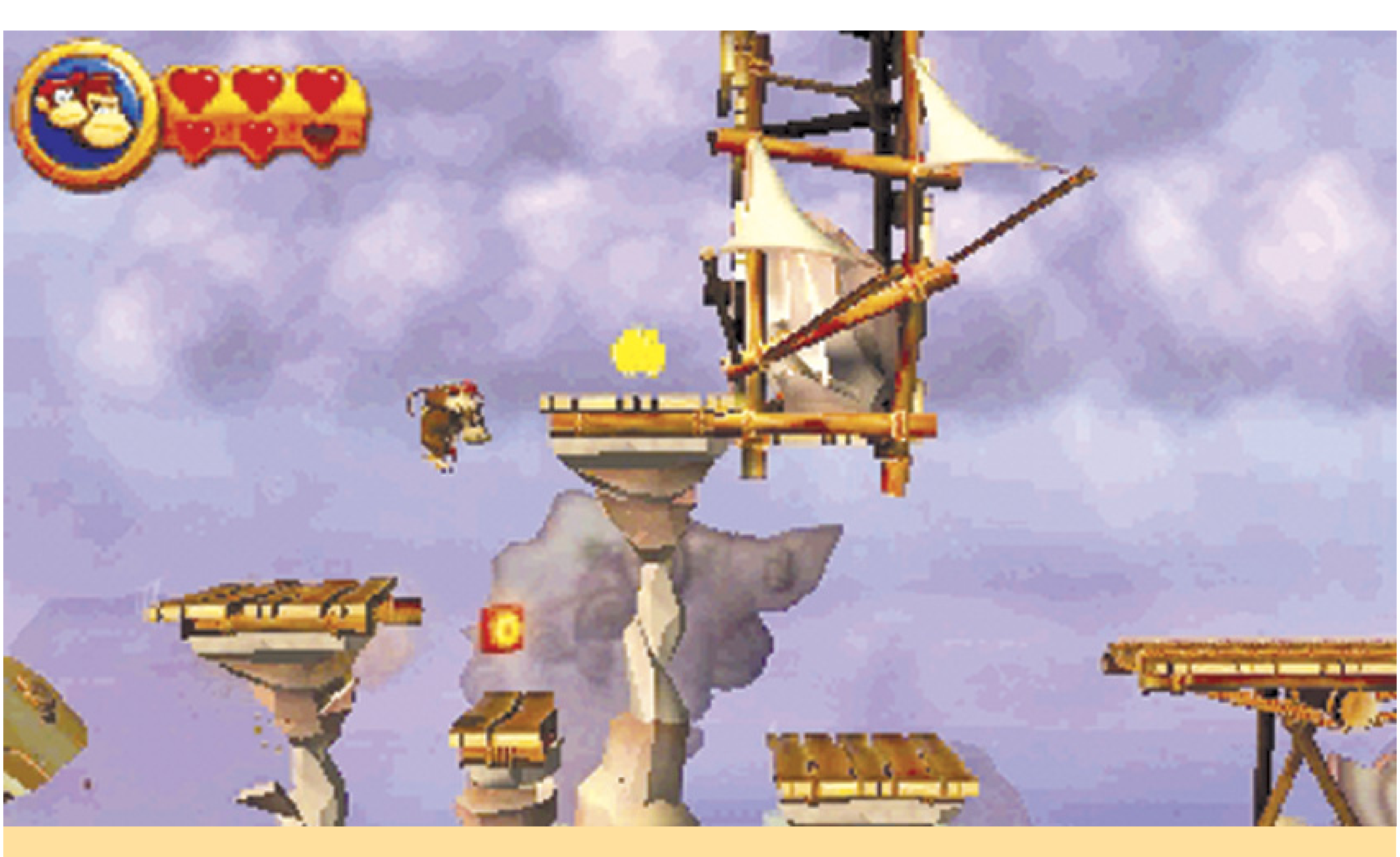
② After shooting across a gap from a barrel, move left and pound a cactus at the edge of the platform to release another Puzzle Piece.



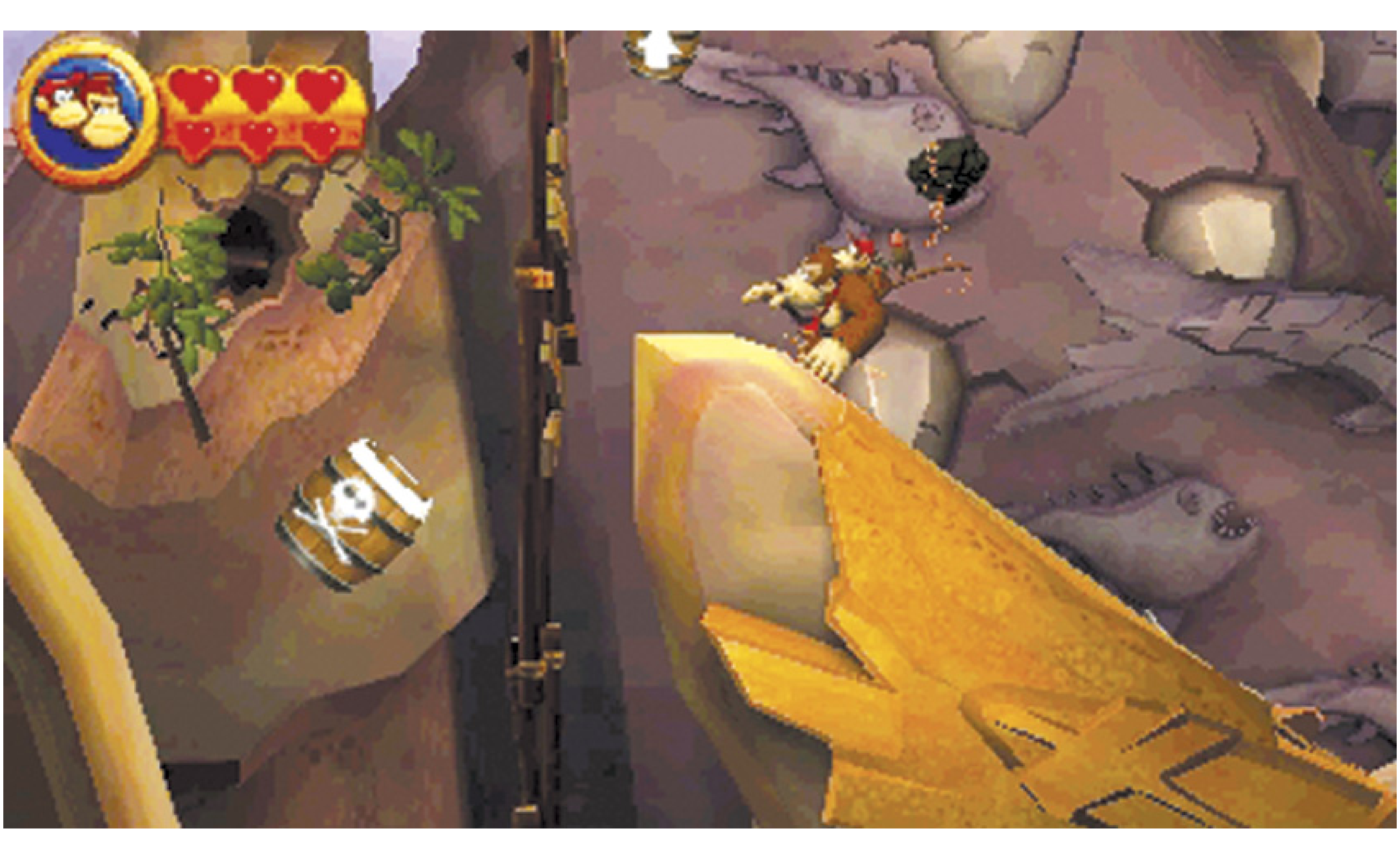
③ K As you slide down this section after moving across a series of collapsing platforms, get the K KONG letter just before you jump across to the next platform.



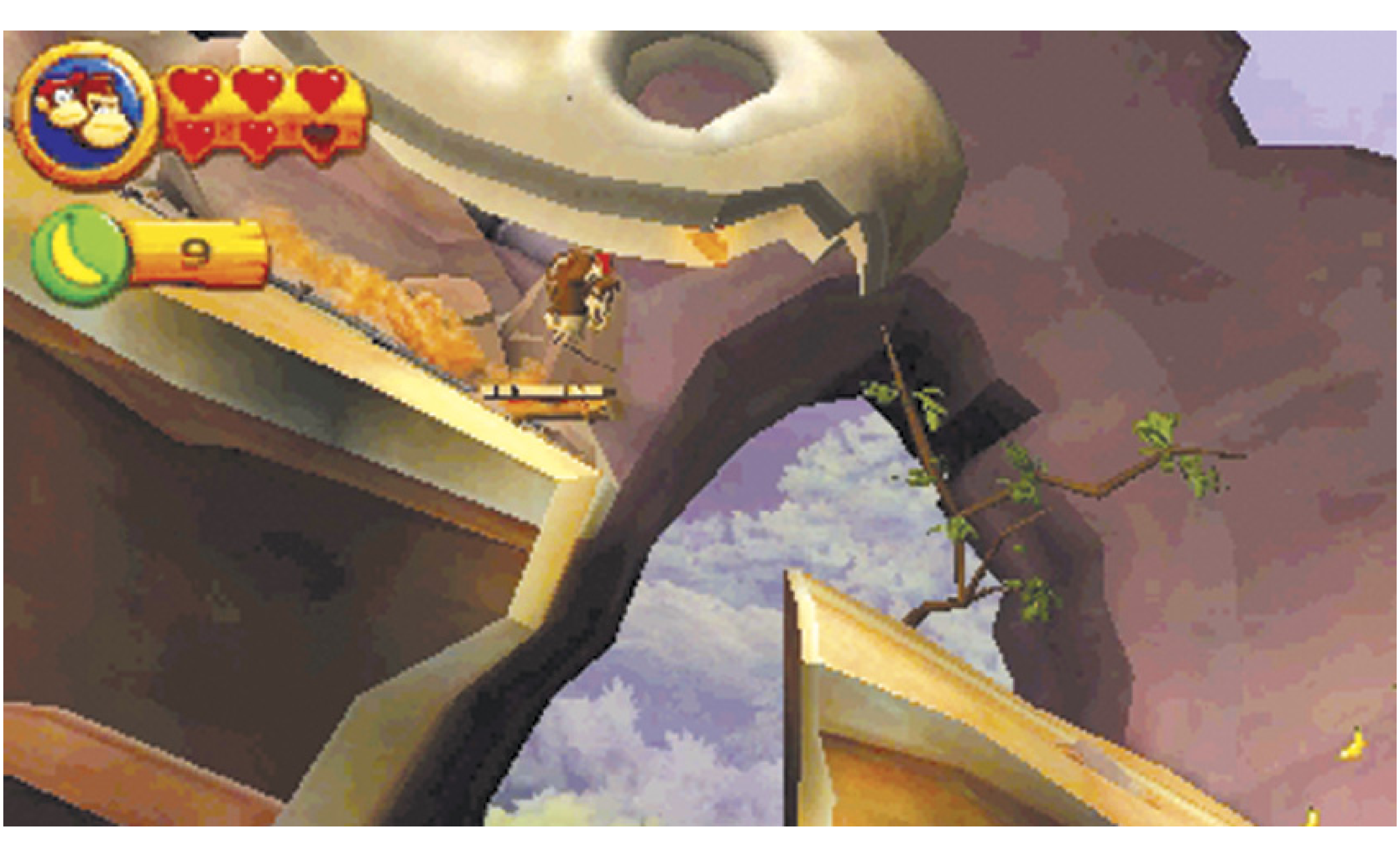
④ Move across some collapsing wooden platforms until you reach a tippy platform with a Skellirex on it. Knock him off and then move to the platform's right side to cause it to tip. Now run and jump to the left so you can grab the Puzzle Piece hovering in the air.



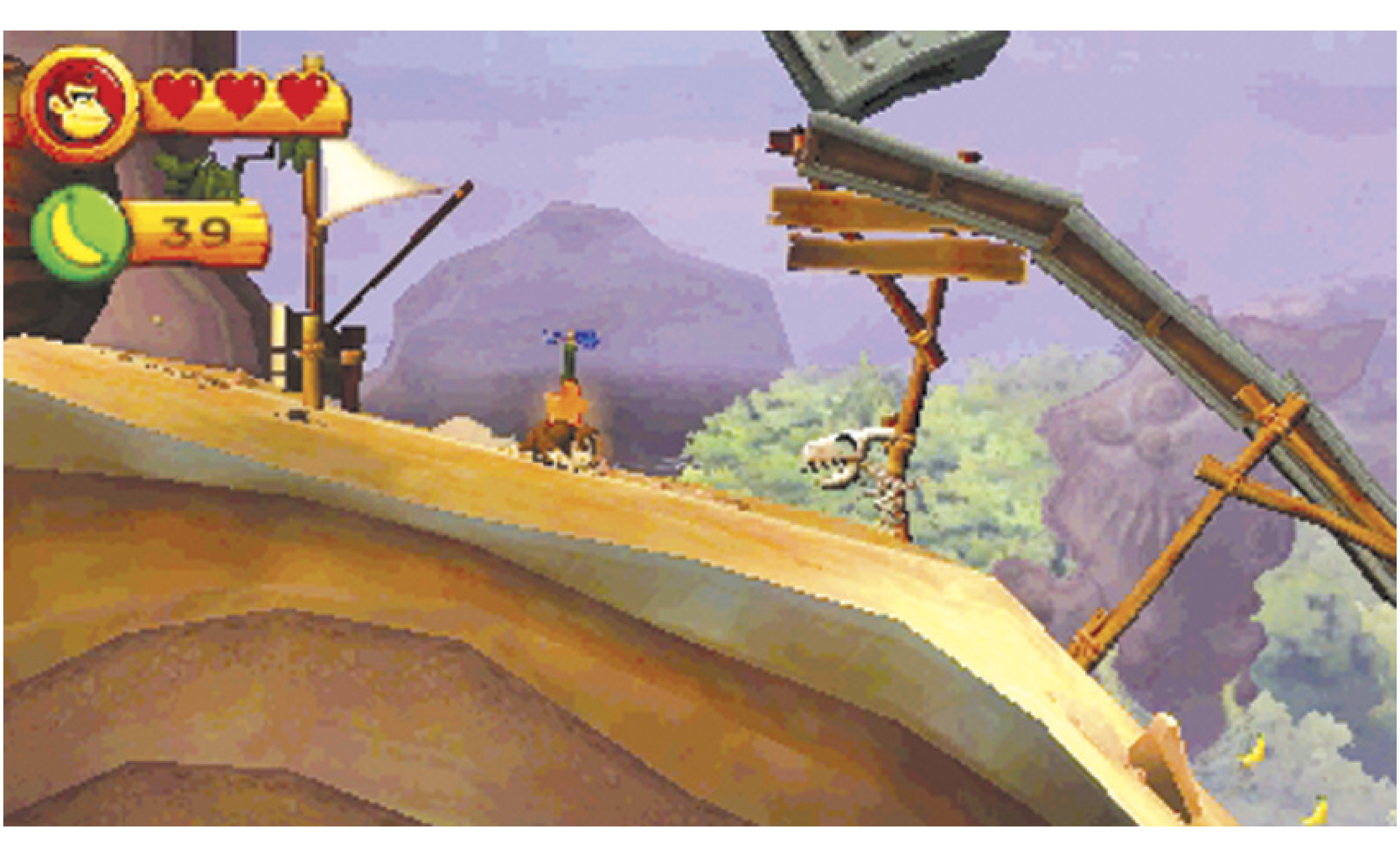
⑤ O Continue across collapsing platforms and you will find the O KONG letter. Jump over it to the right, then drop to the left to get it. Quickly move to the right before the platform under the letter falls away.



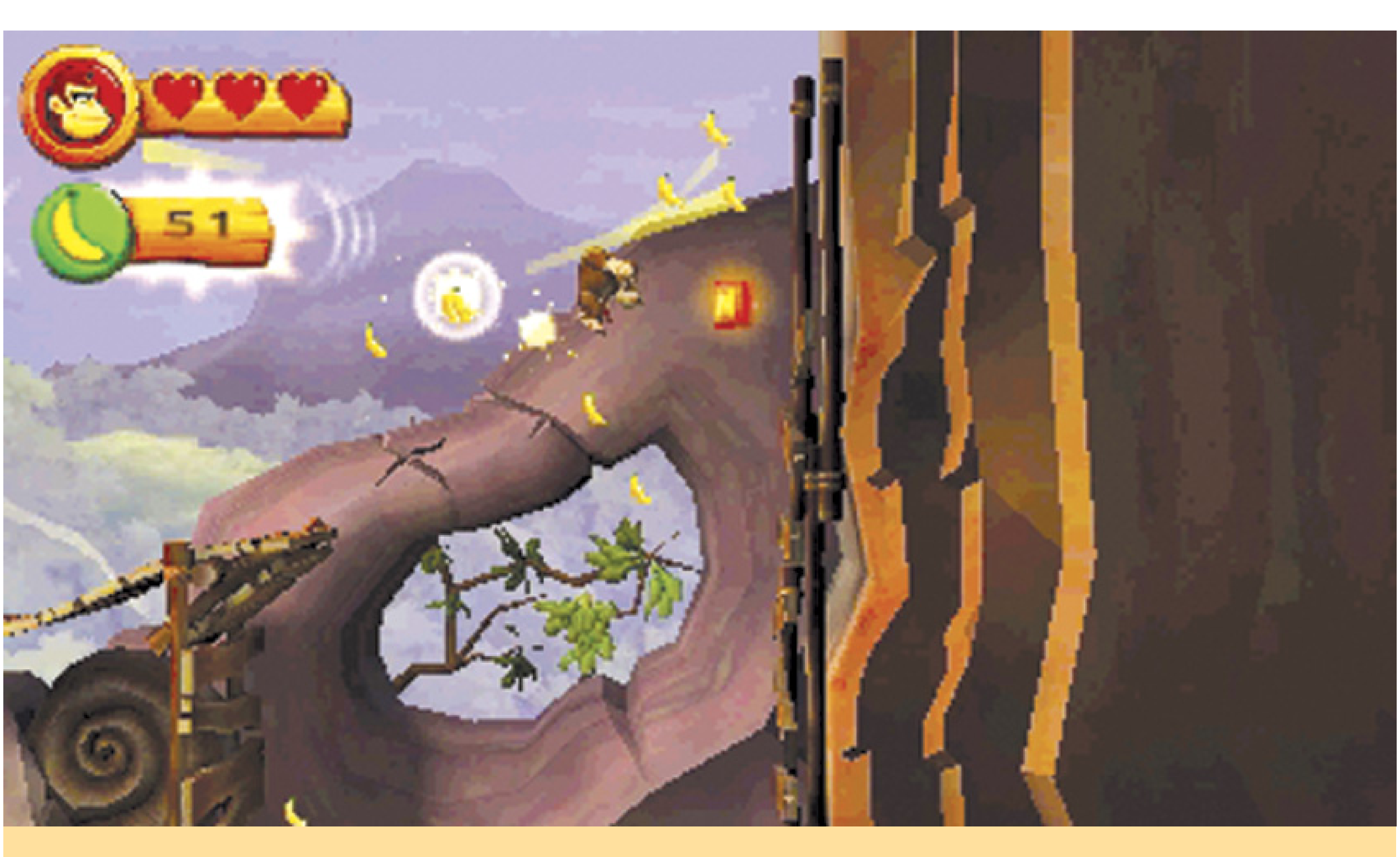
⑥ After shooting forward in a barrel, jump left instead of sliding down a slope to the right. Land in a barrel and you will be shot across to a cave where a bonus area is located. Collect the four coins and lots of bananas to get the Puzzle Piece.



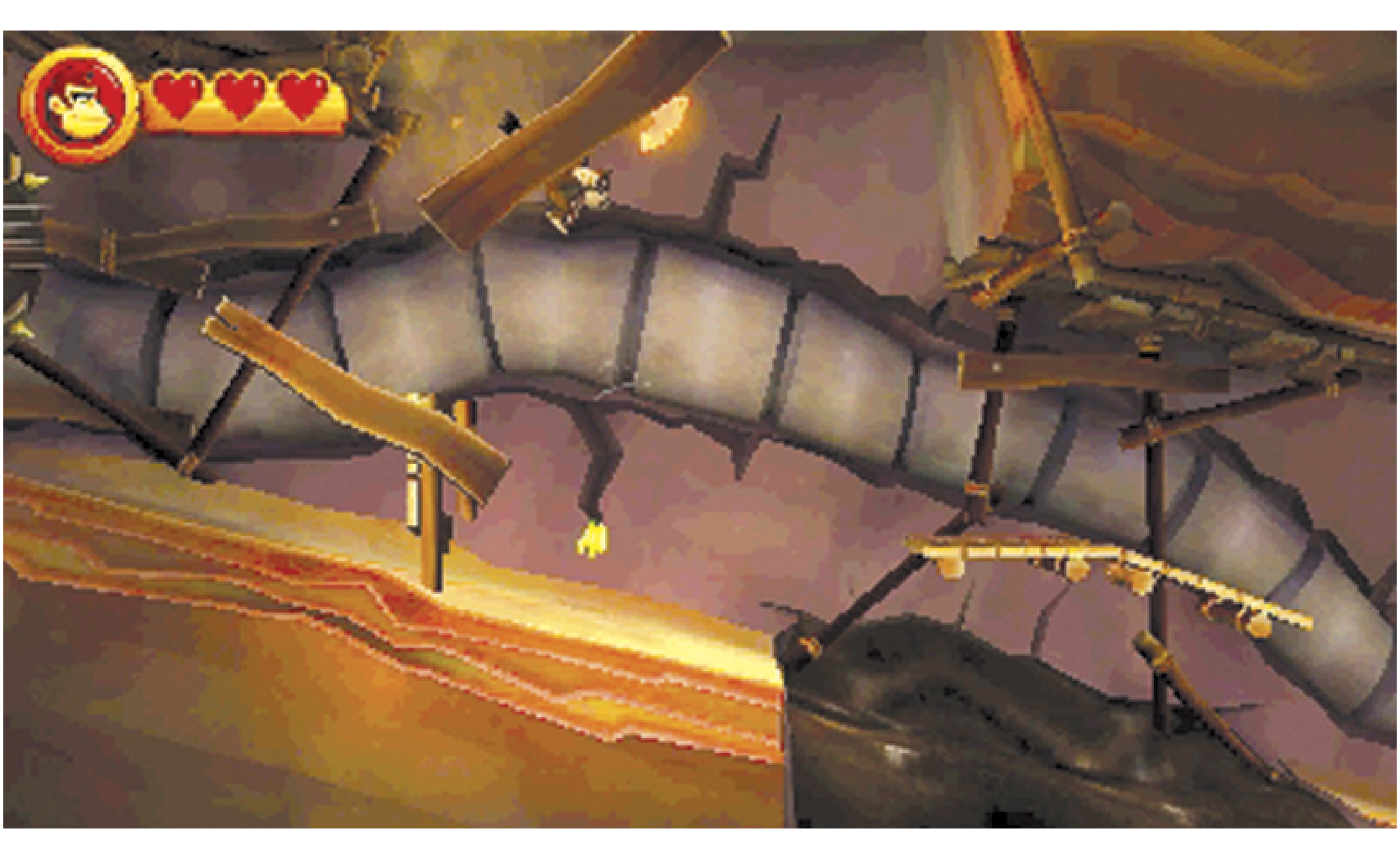
⑦ After passing the next checkpoint, you will be chased by a large boulder. Run away from it down a hill, then jump into a giant skull to get this Puzzle Piece. You have to make your jump count, since the boulder is right behind you.



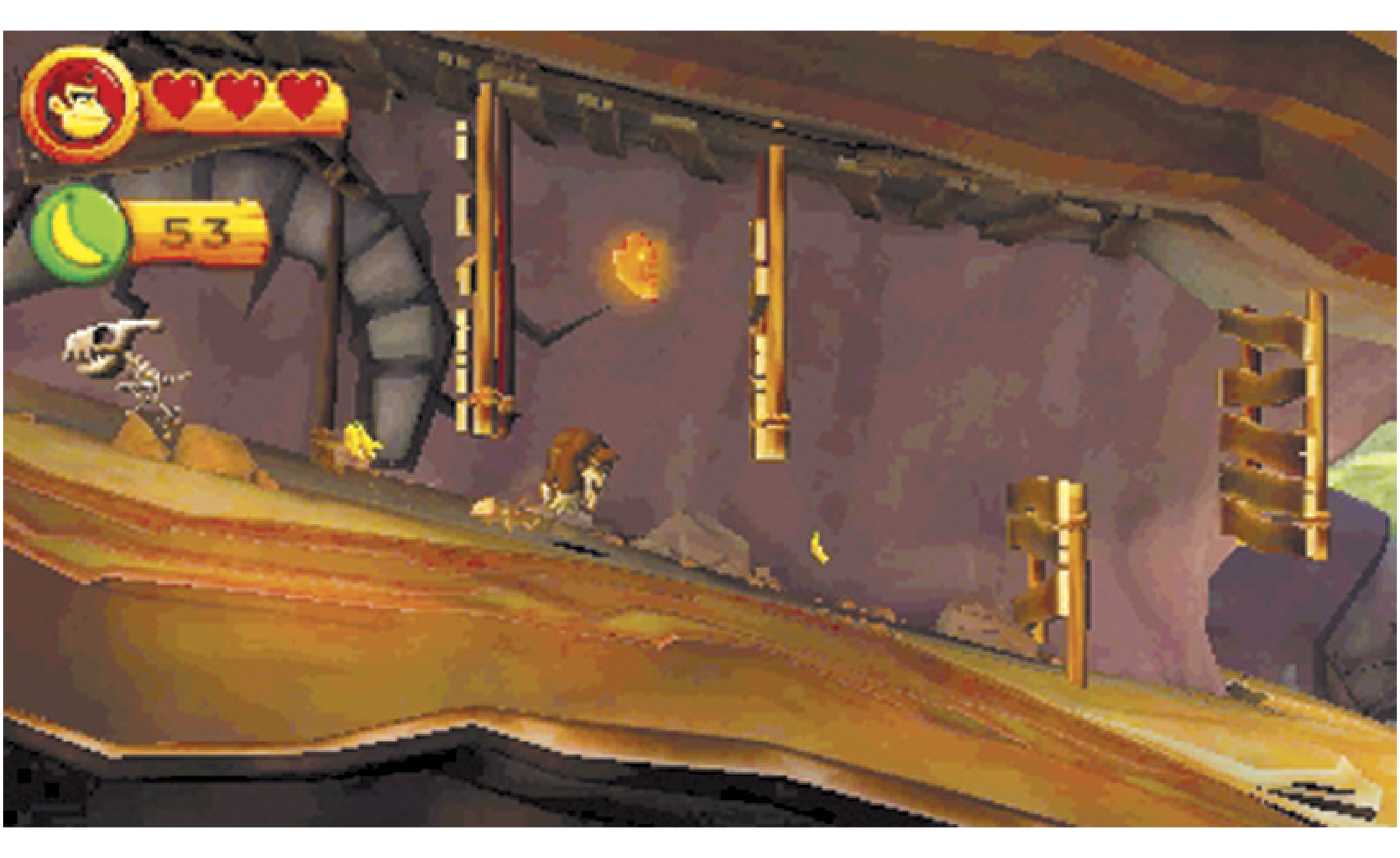
⑧ After jumping over a short fence, quickly blow on a blue flower to release another Puzzle Piece for your collection.



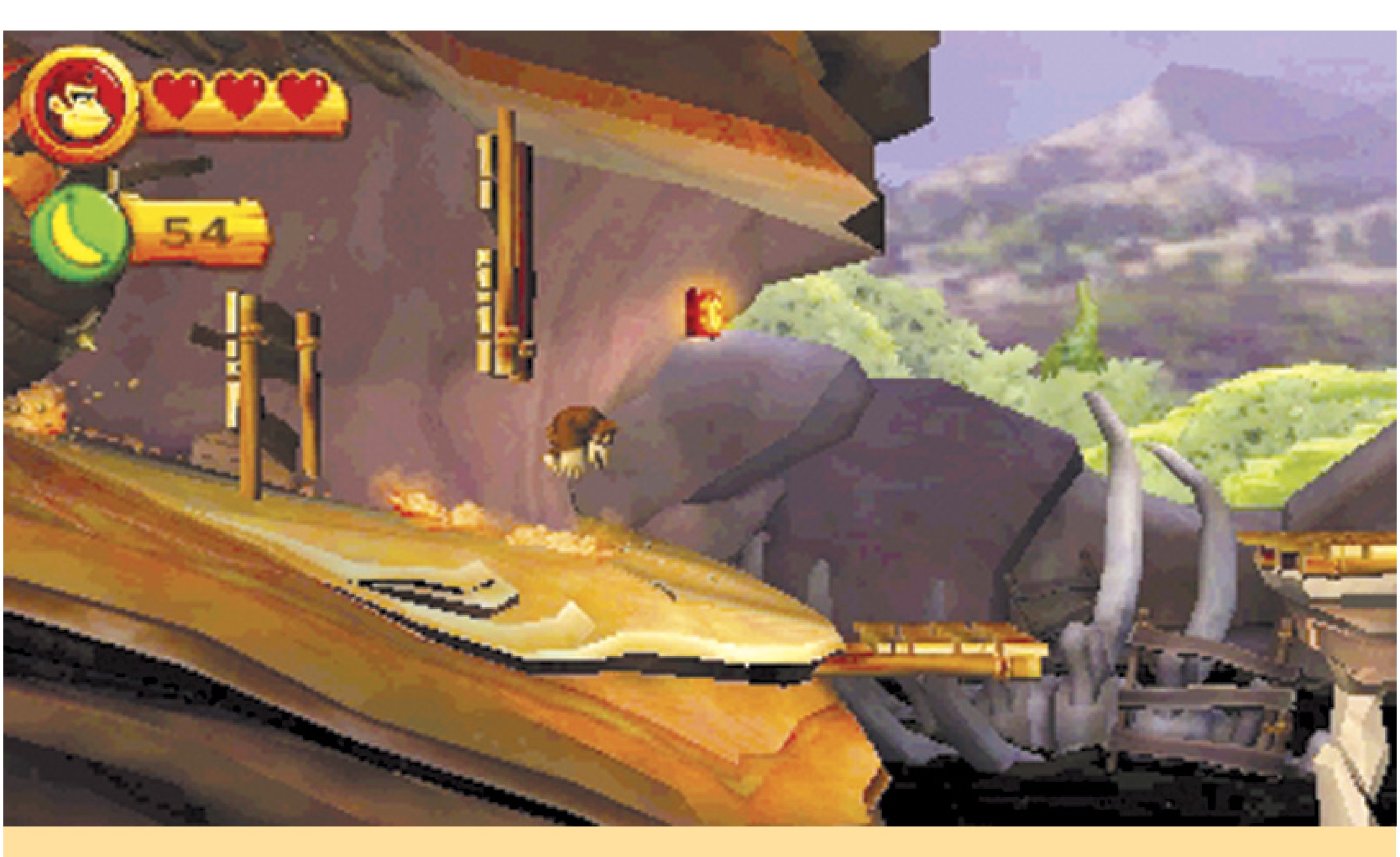
⑨ N At the end of the downhill run, make a running jump, preferably with Diddy Kong so you can hover-jump, and grab the N KONG letter. Then move left at the bottom while the large boulder comes crashing down.



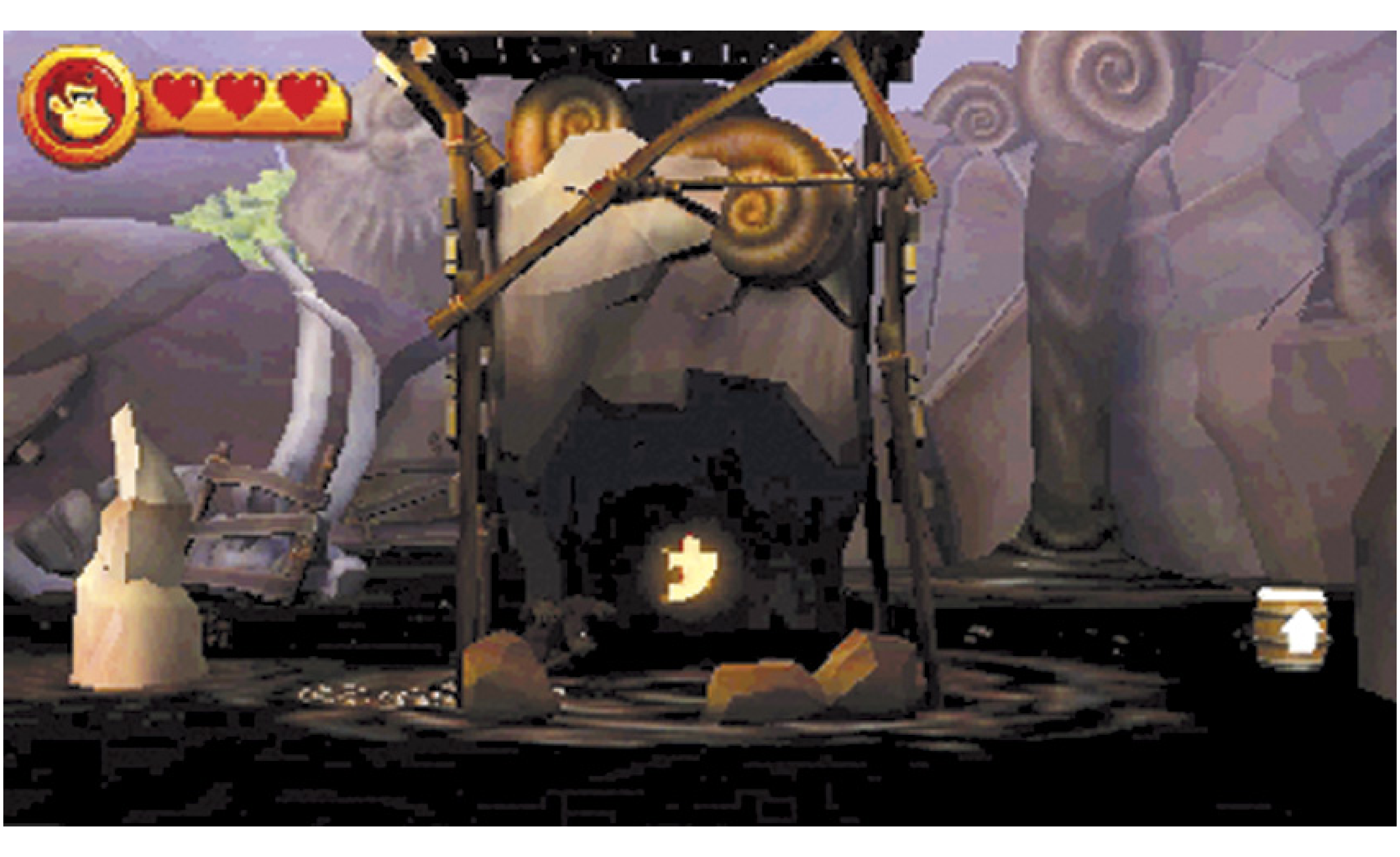
⑩ As you run down another passageway, trying to stay ahead of the boulder, jump up on this fence, and then jump again to get the Puzzle Piece high in the air.



⑪ Keep going to the right, and you will find the next Puzzle Piece up in a shaft. This requires you to slow down and jump straight up to get the Puzzle Piece. Continue moving away from the boulder.



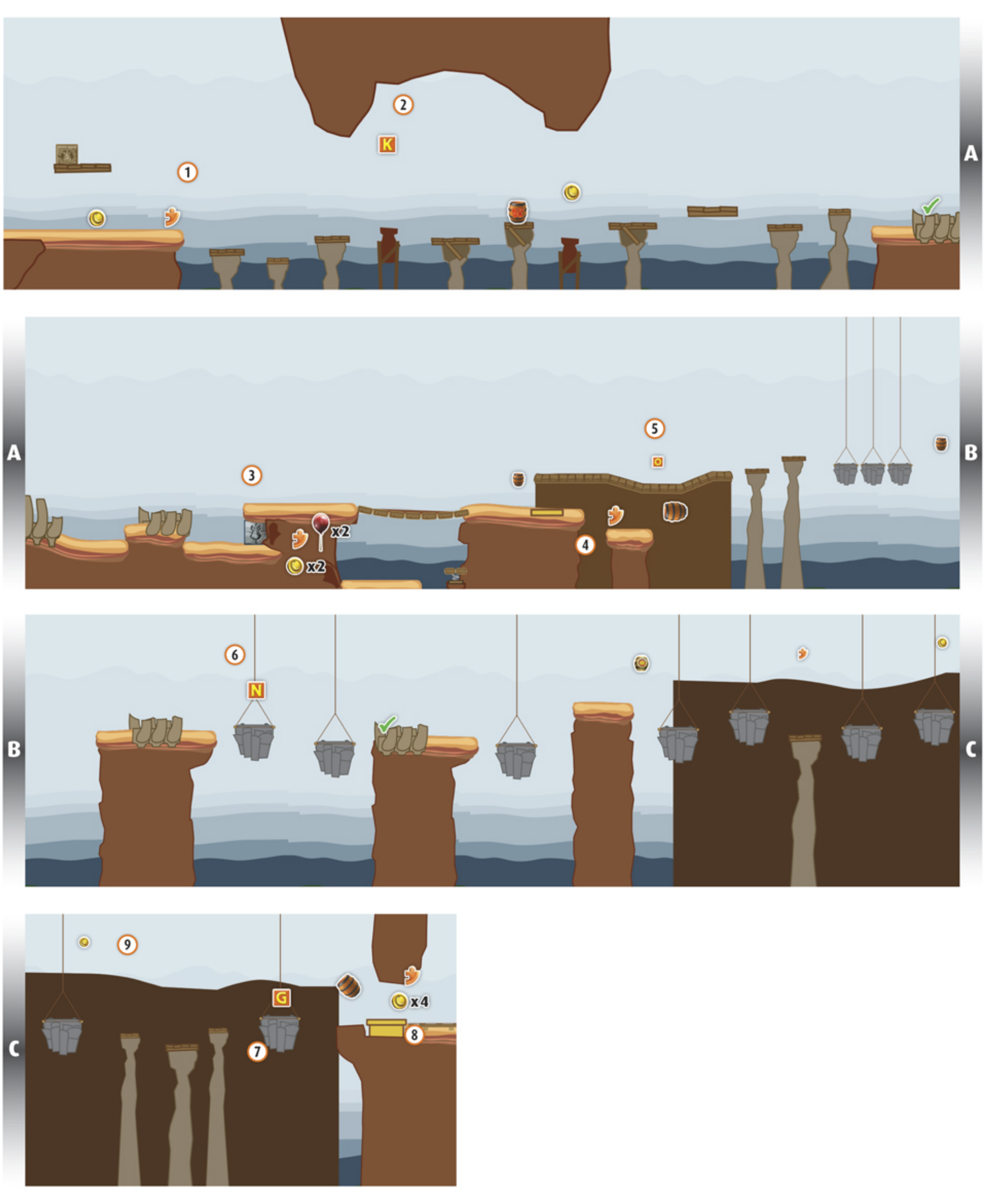
⑫ G As you approach the tunnel's end, pass a couple barriers and then jump up to get the G KONG letter. You have now spelled out K-O-N-G.

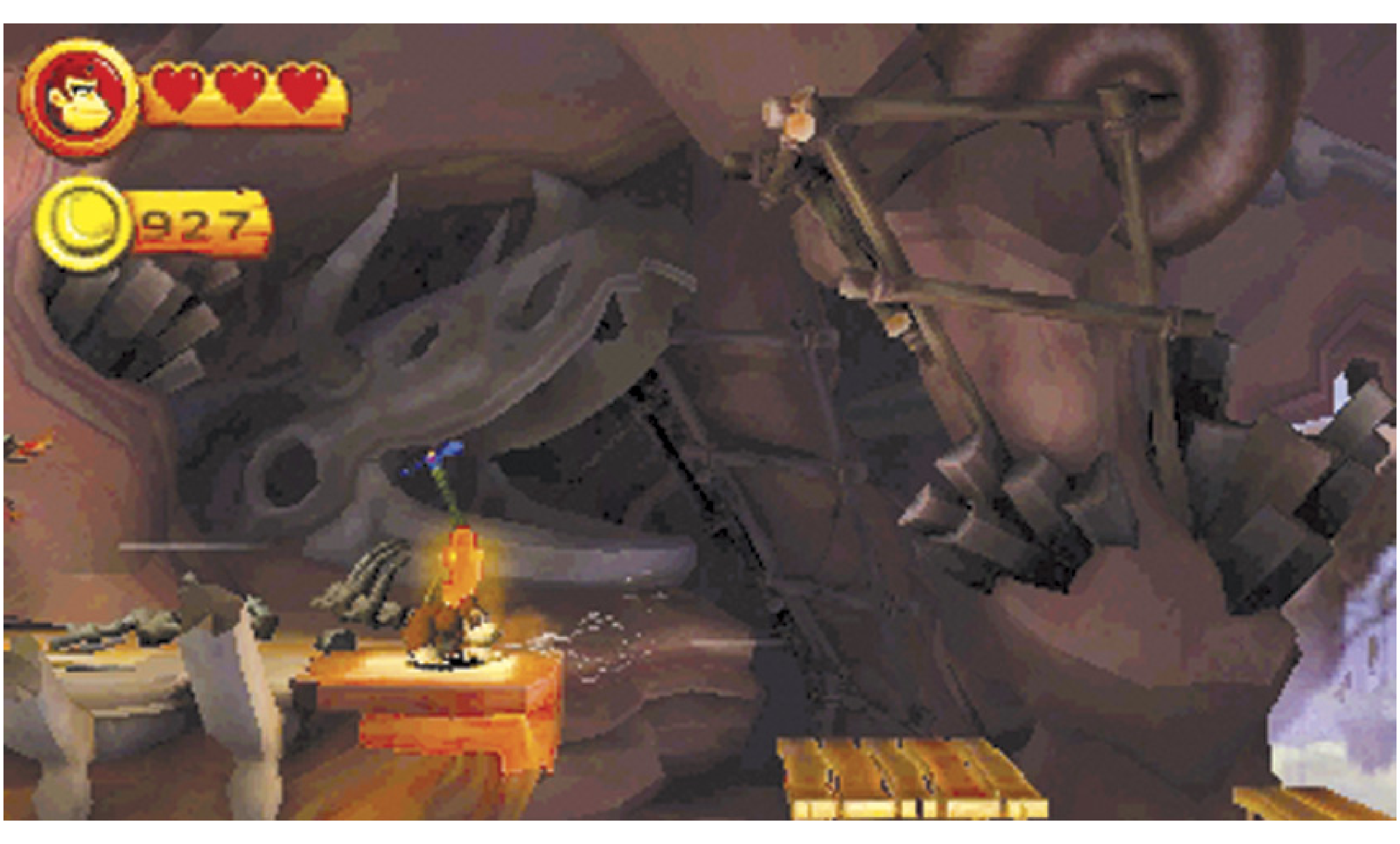


⑬ The final Puzzle Piece is directly below the Slot-Machine Barrel. Drop off the platform by the Slot-Machine Barrel and jump through the tar to get the Puzzle Piece. Then hop into a barrel to launch yourself back up onto the platform so you can hit the Slot-Machine Barrel and complete the level.

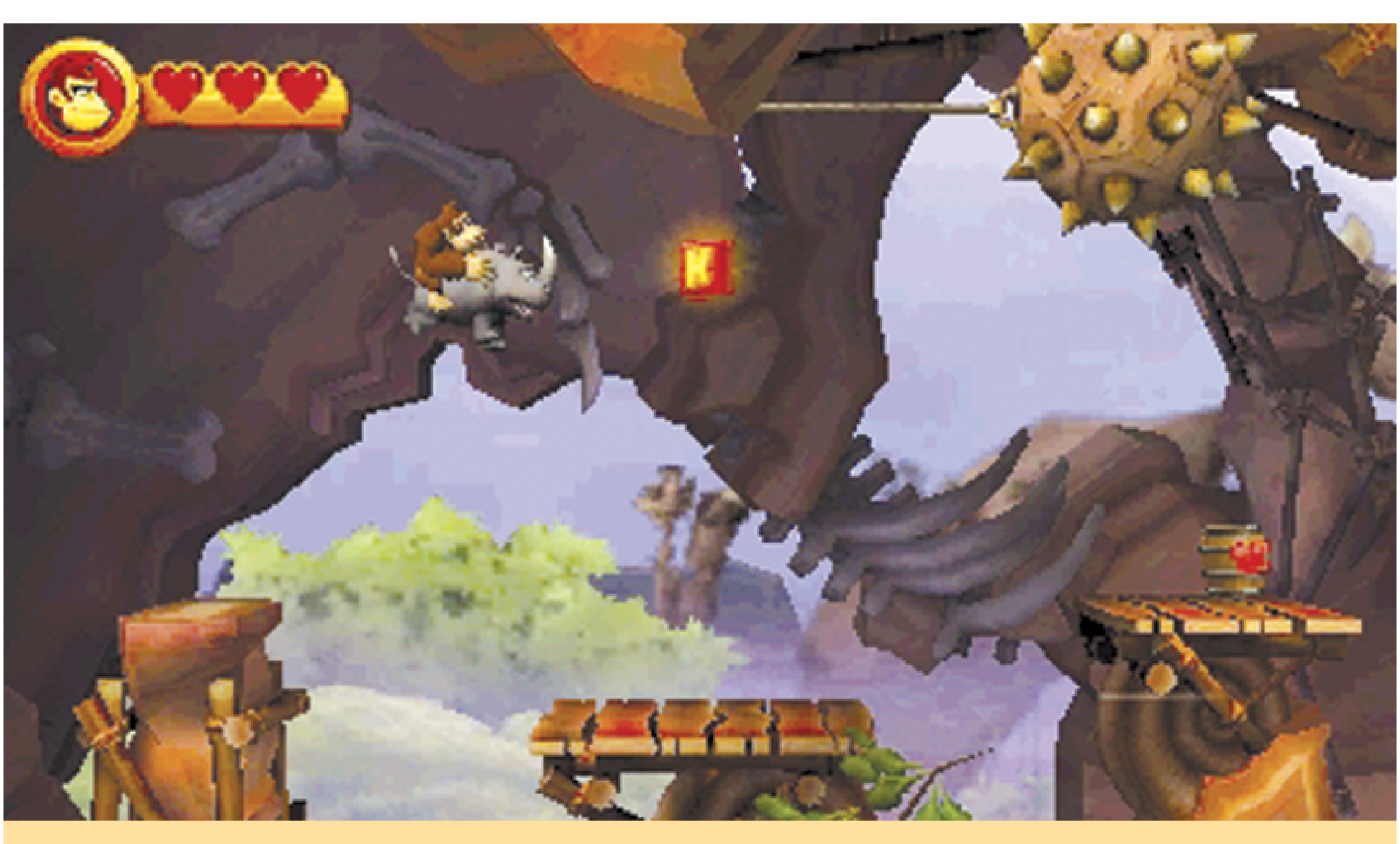
World 6

Precarious Plateau

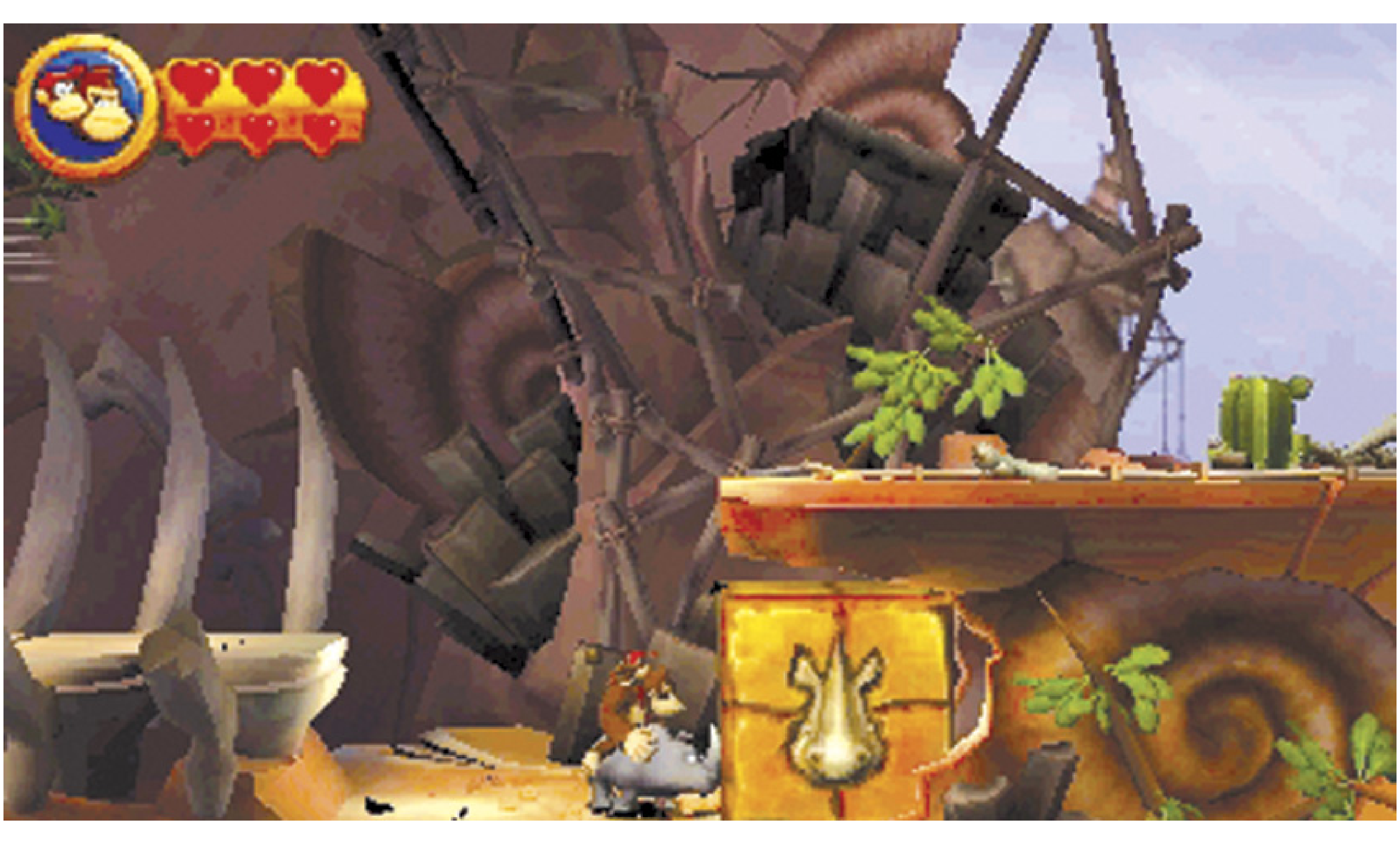




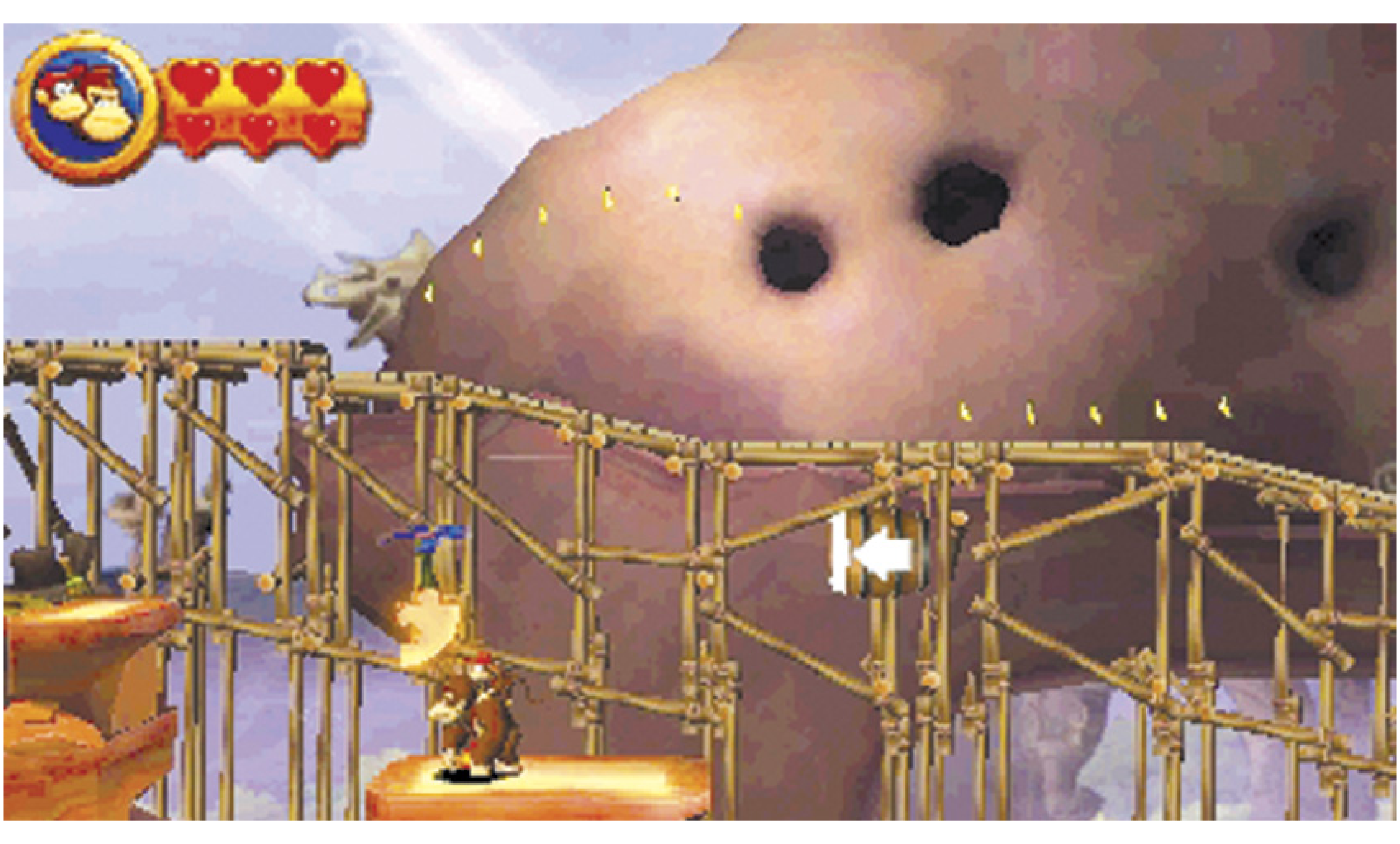
① The first Puzzle Piece is near the start. Move to the right and blow on a blue flower to extract the Puzzle Piece from the ground. Now jump up and bounce off of the Tiki Buzz to gain enough height to get into the wooden box above the start area. Pound on the crate and you can now ride Rambi through the level.



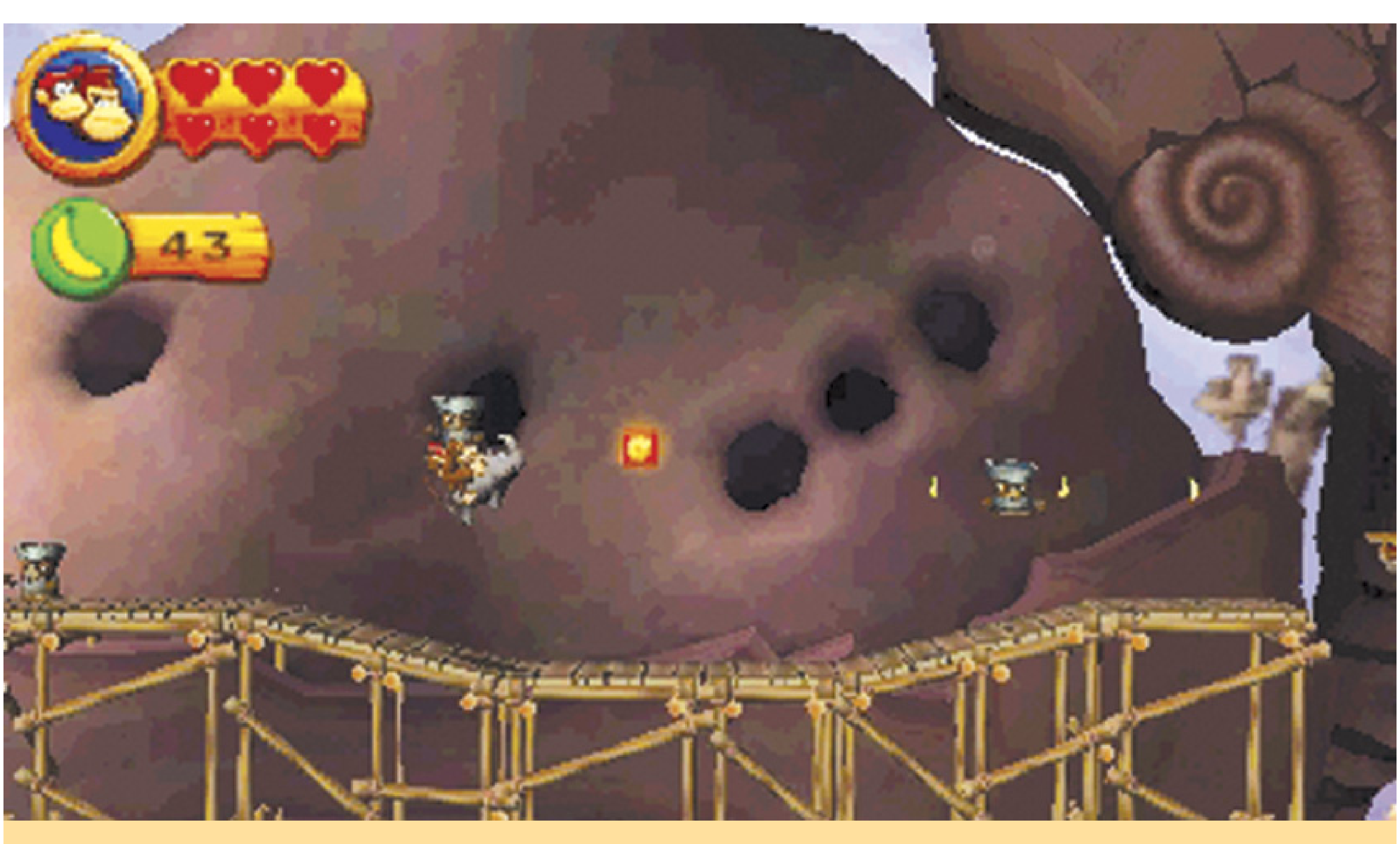
② K Keep going to the right until you reach the DK Barrel; then jump left and get the K KONG letter while avoiding the swinging spiky ball. If you have Rambi, you can just crash right through the spiky balls.



③ To get this Puzzle Piece, you will need Rambi. After passing by the checkpoint, crash through the Rambi block to enter a bonus area. Here you must clear out bananas, balloons, and coins to get the Puzzle Piece.



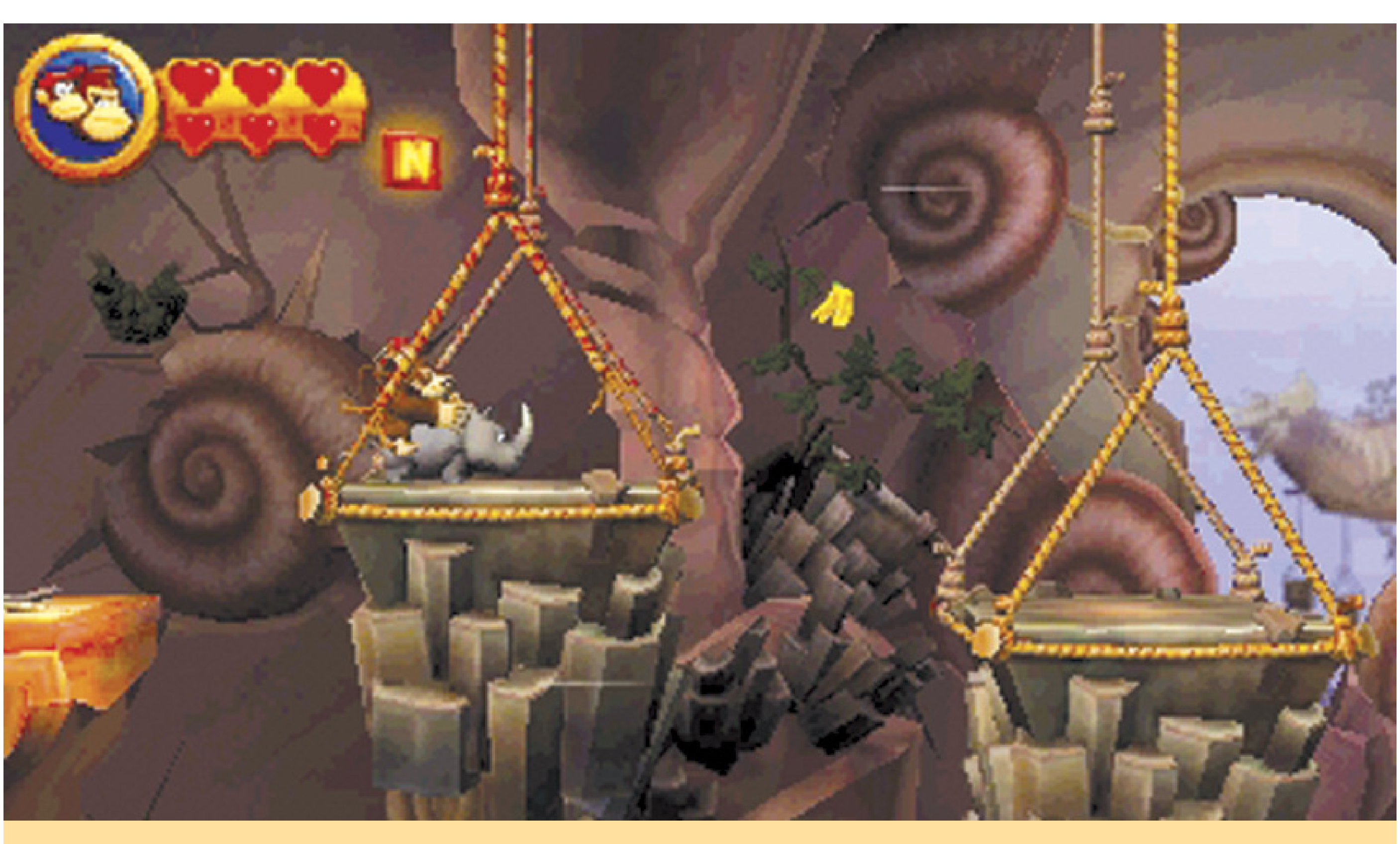
④ Pound on the DK platform to break open some large crates and jump over to the platform. Before jumping into the barrel, dismount from Rambi and blow on the blue flower to get another Puzzle Piece.



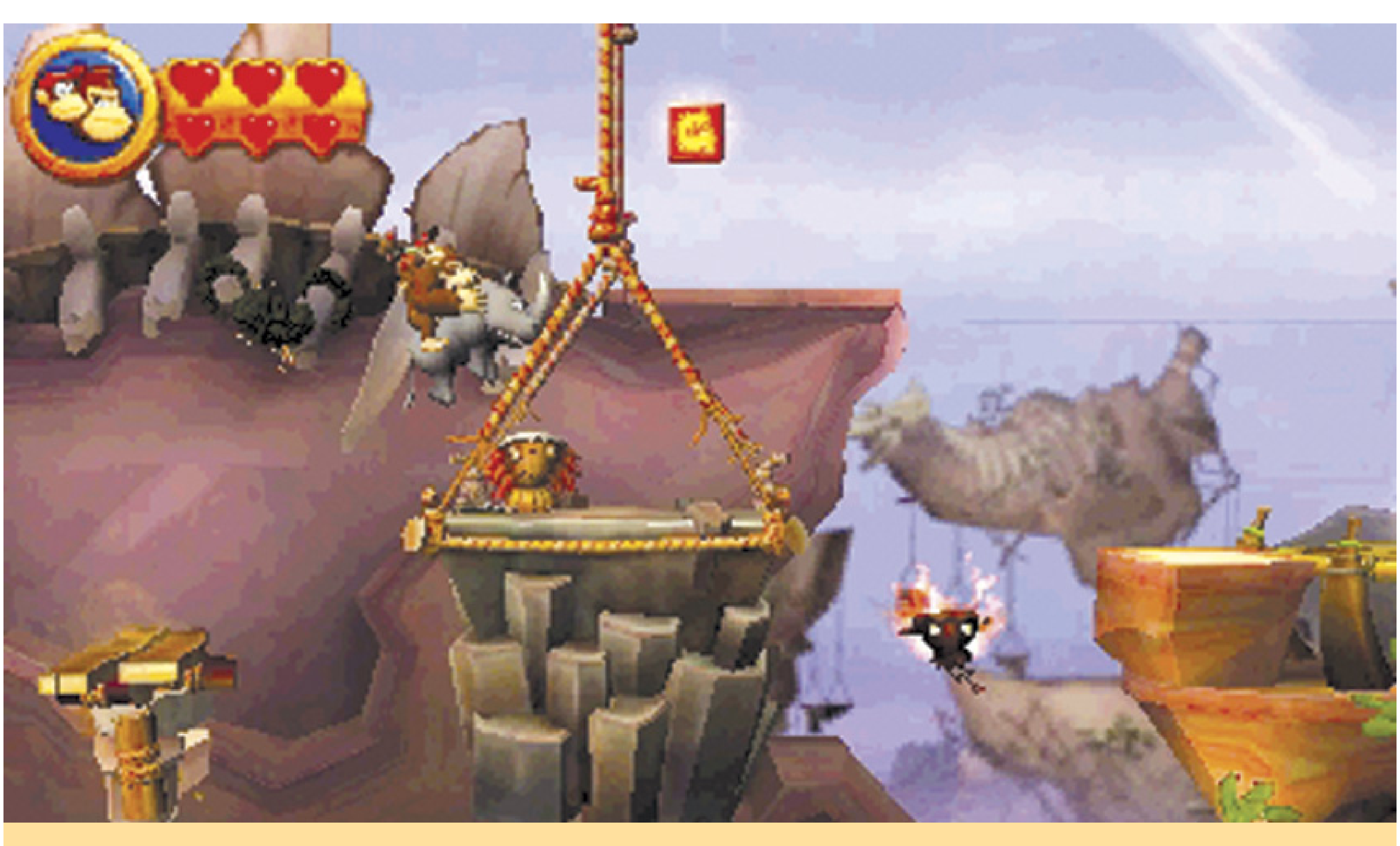
⑤ O While you are in the background area, you must move quickly across some wooden platforms that fall shortly after you touch them. Jump across on the heads of the Tiki Tanks and get the O KONG letter as you are going. If you have Rambi, just plow through these enemies and jump up before the platforms go down; then get the letter. If you grab all the bananas and the O, then a balloon will appear after the collapsing path.

Caution

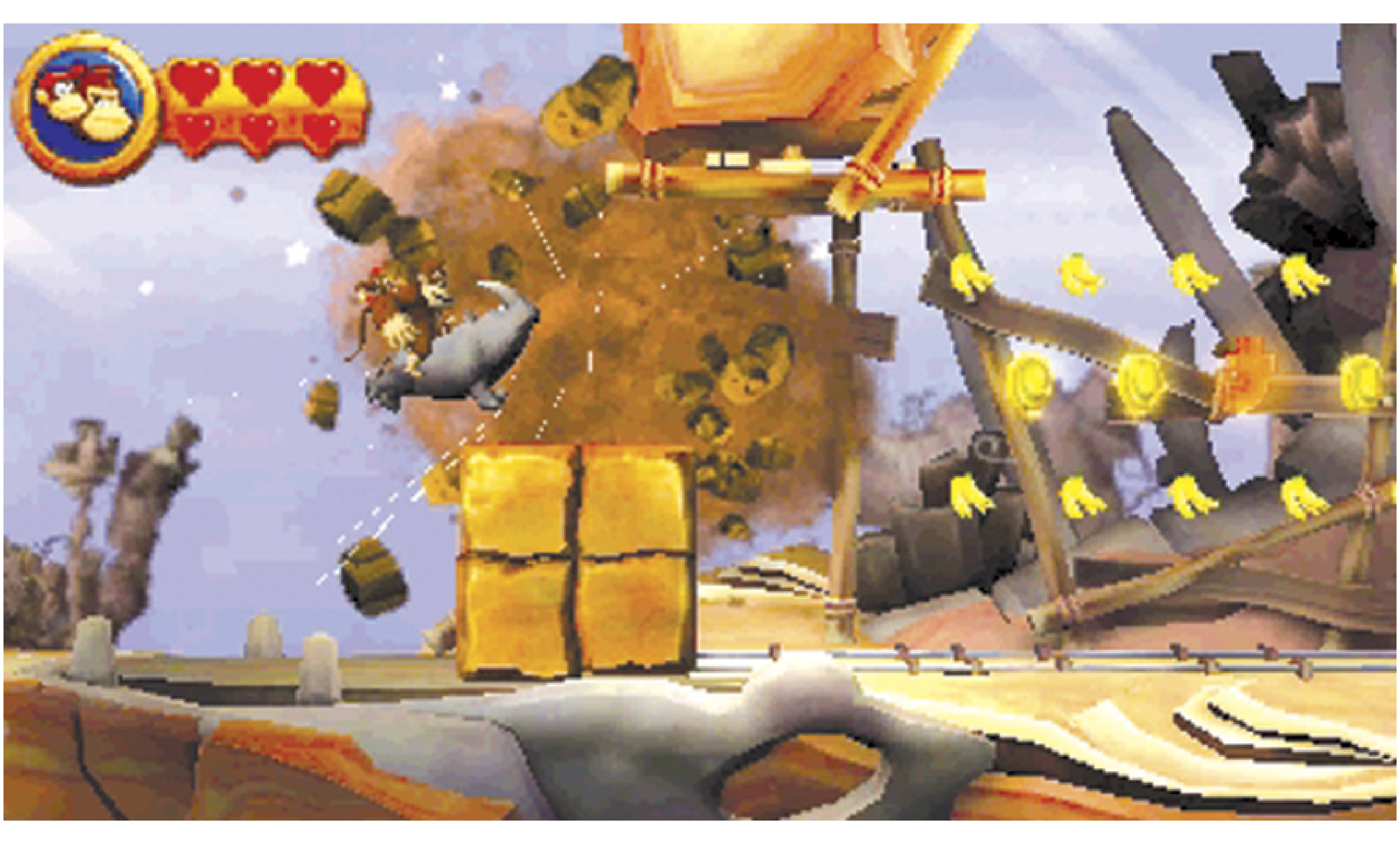
Rambi is required to reach certain Puzzle Pieces as you travel through this level, meaning that you can't afford to lose him from the moment you find him. Rambi can only be found near the start of this level!



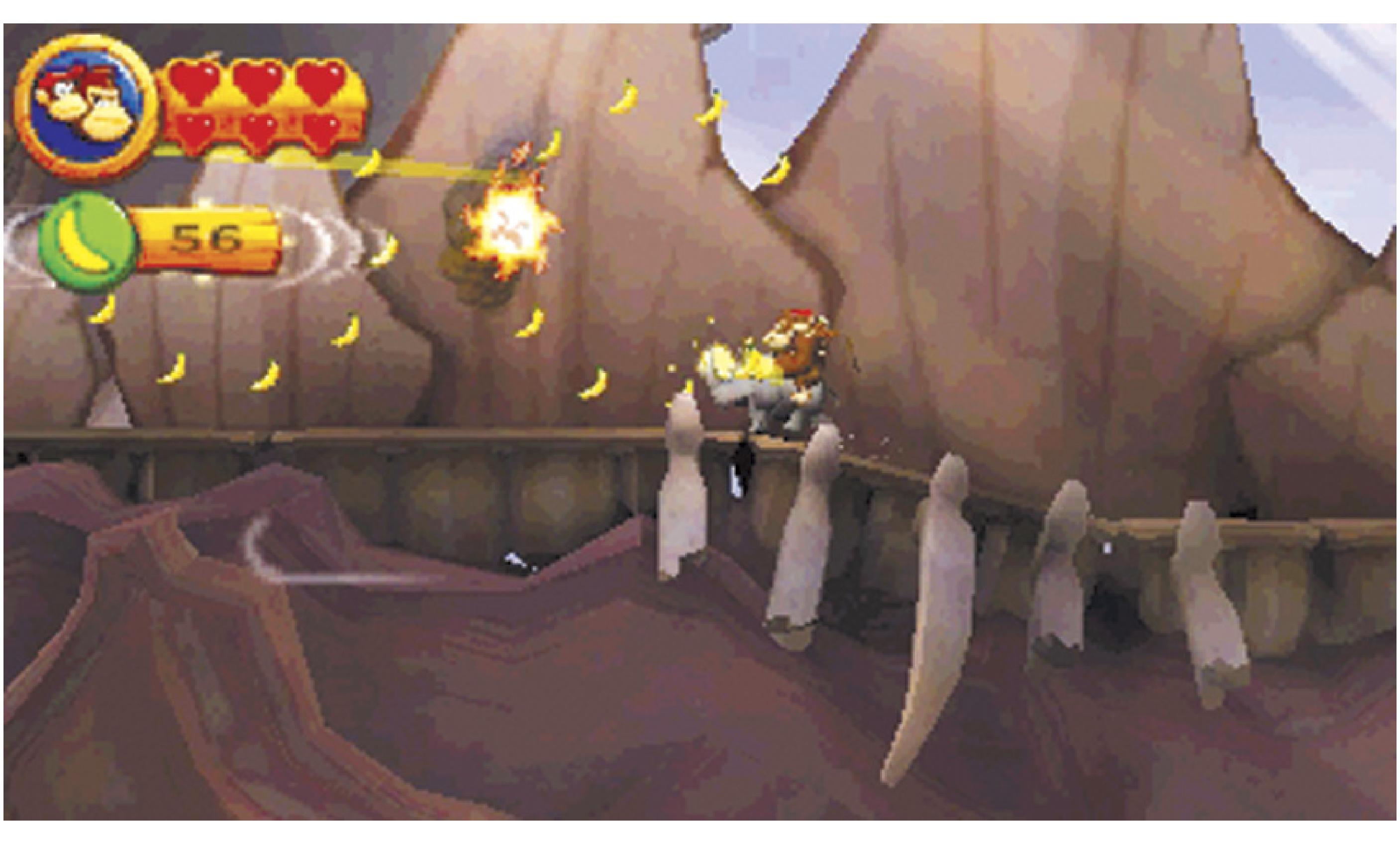
⑥ N Once you return to the main part of the level, make your way across some hanging rock platforms. The N KONG letter is above the first one. As soon as you touch these platforms, they start to fall; therefore, to get the letter, jump off the Tiki Goon on the solid platform so you can get high enough to get the N KONG letter. Then quickly head across the falling platforms to the checkpoint.



⑦ G The G KONG letter is hovering over another falling rock platform. Jump off of the Tiki Goon on this platform so you can reach up and get this letter to spell out K-O-N-G; then continue on.



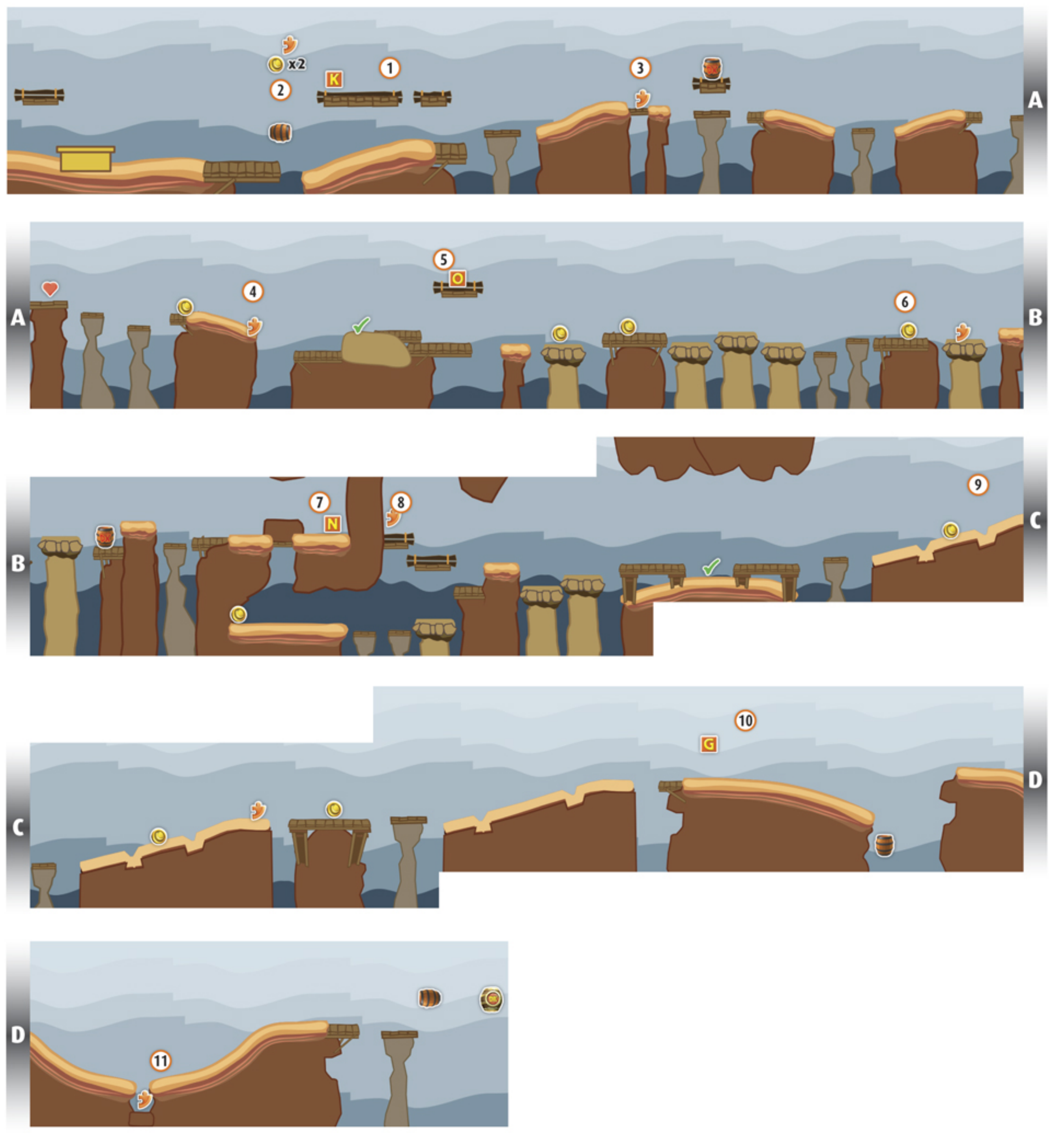
⑧ Pound on the DK platform to reveal some Rambi blocks. Crash through them while riding Rambi. Collect the Puzzle Piece on the other side, as well as four coins and lots of bananas.

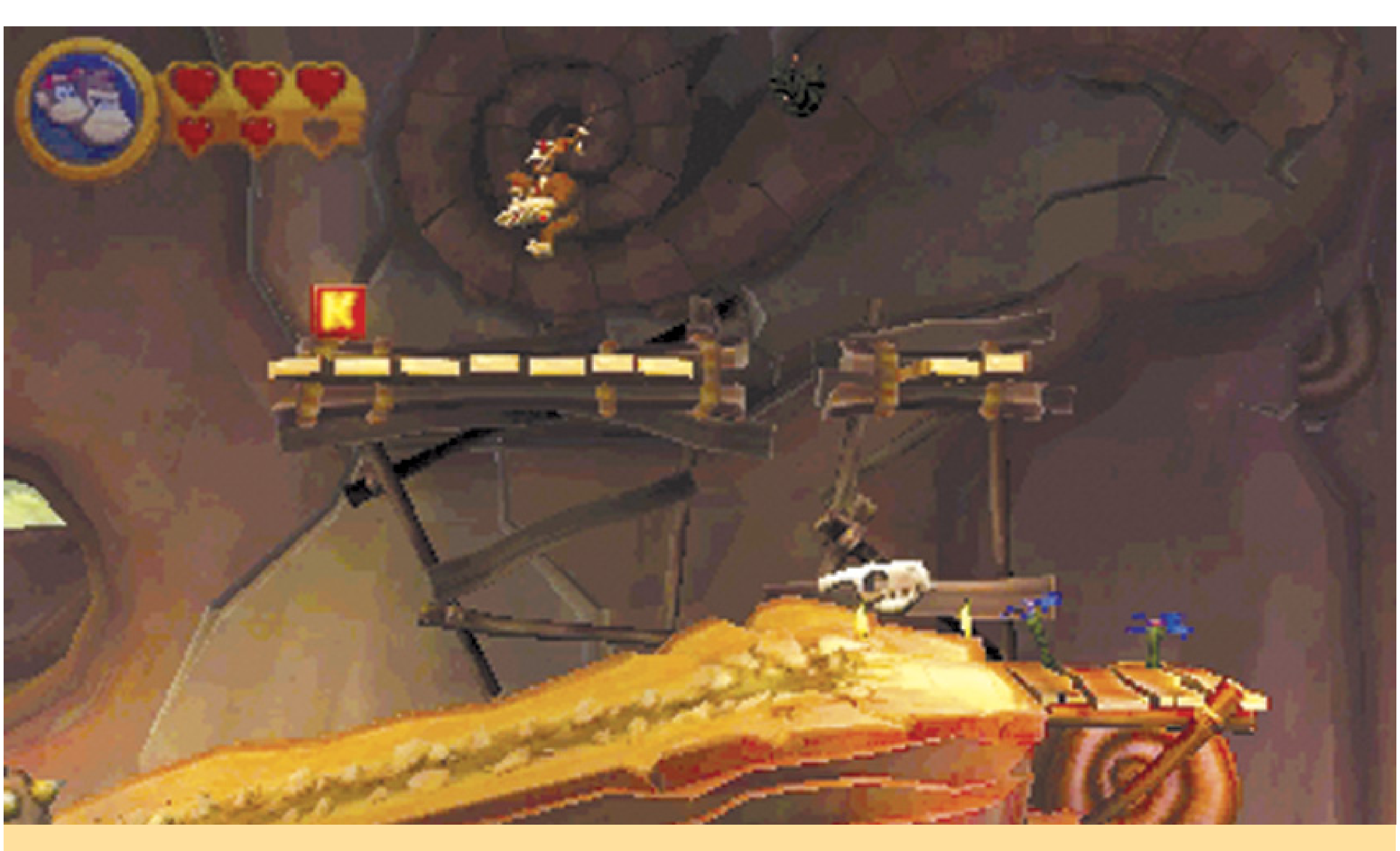


⑨ As you move across the background area toward the Slot-Machine Barrel, collect all of the bananas that are moving around in circles. Each circle has either a fireball or Tiki Zings in them. Rambi can knock out the Tiki Zings, but you must avoid the fireballs. Collect all the bananas along this background area, and the last Puzzle Piece will appear. Then just hit the Slot-Machine Barrel to complete the level.

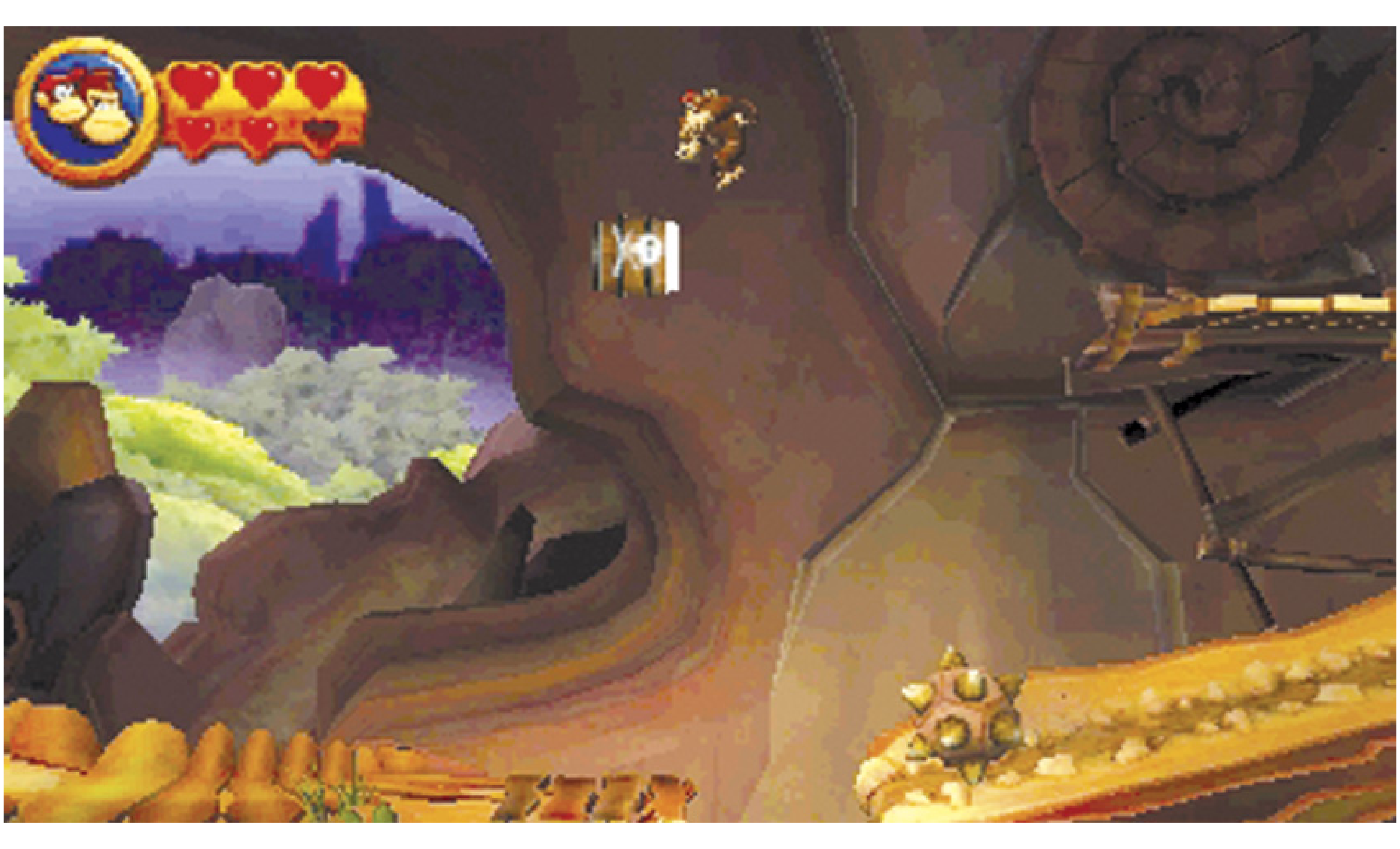
World 6

Boulder Roller

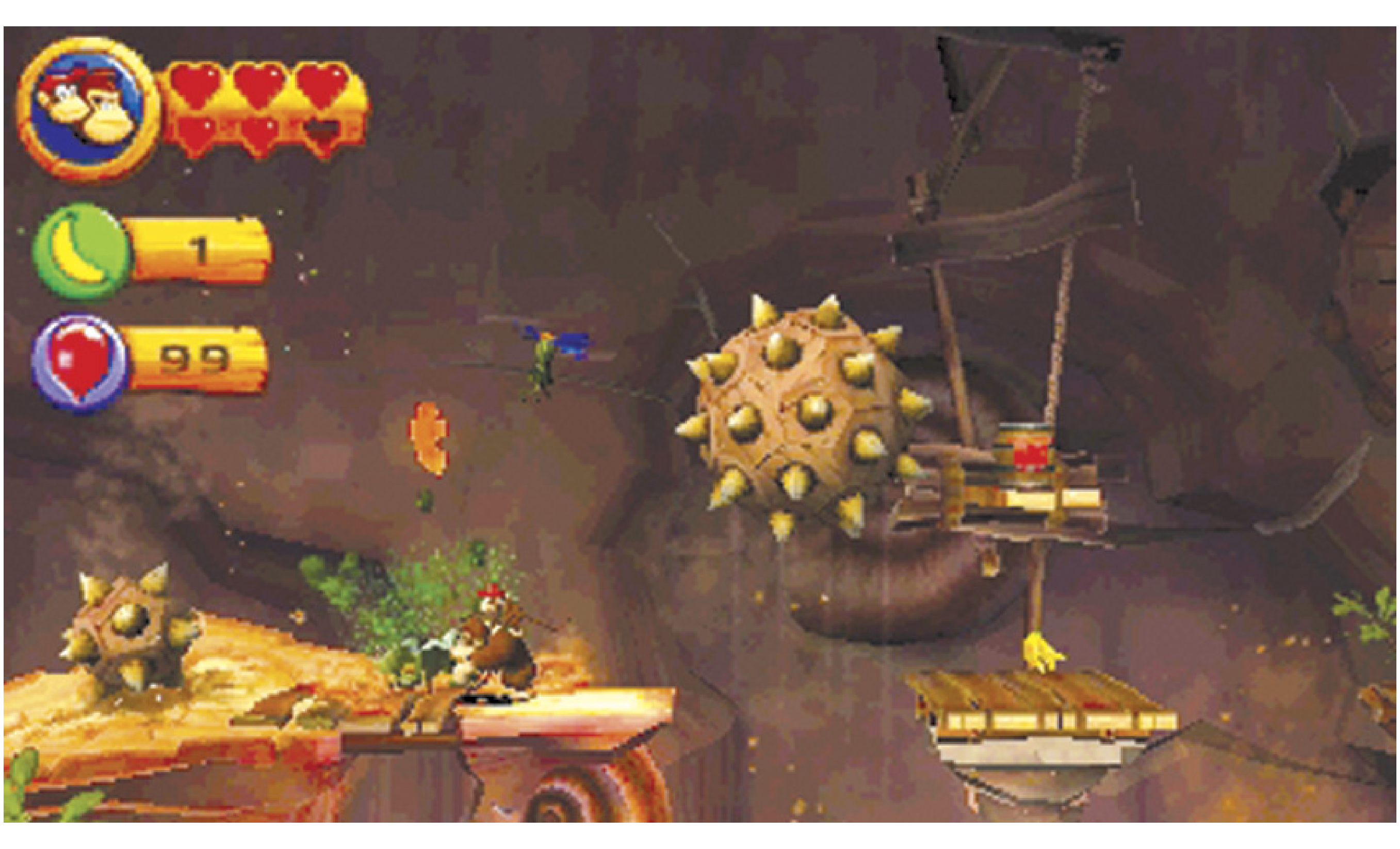




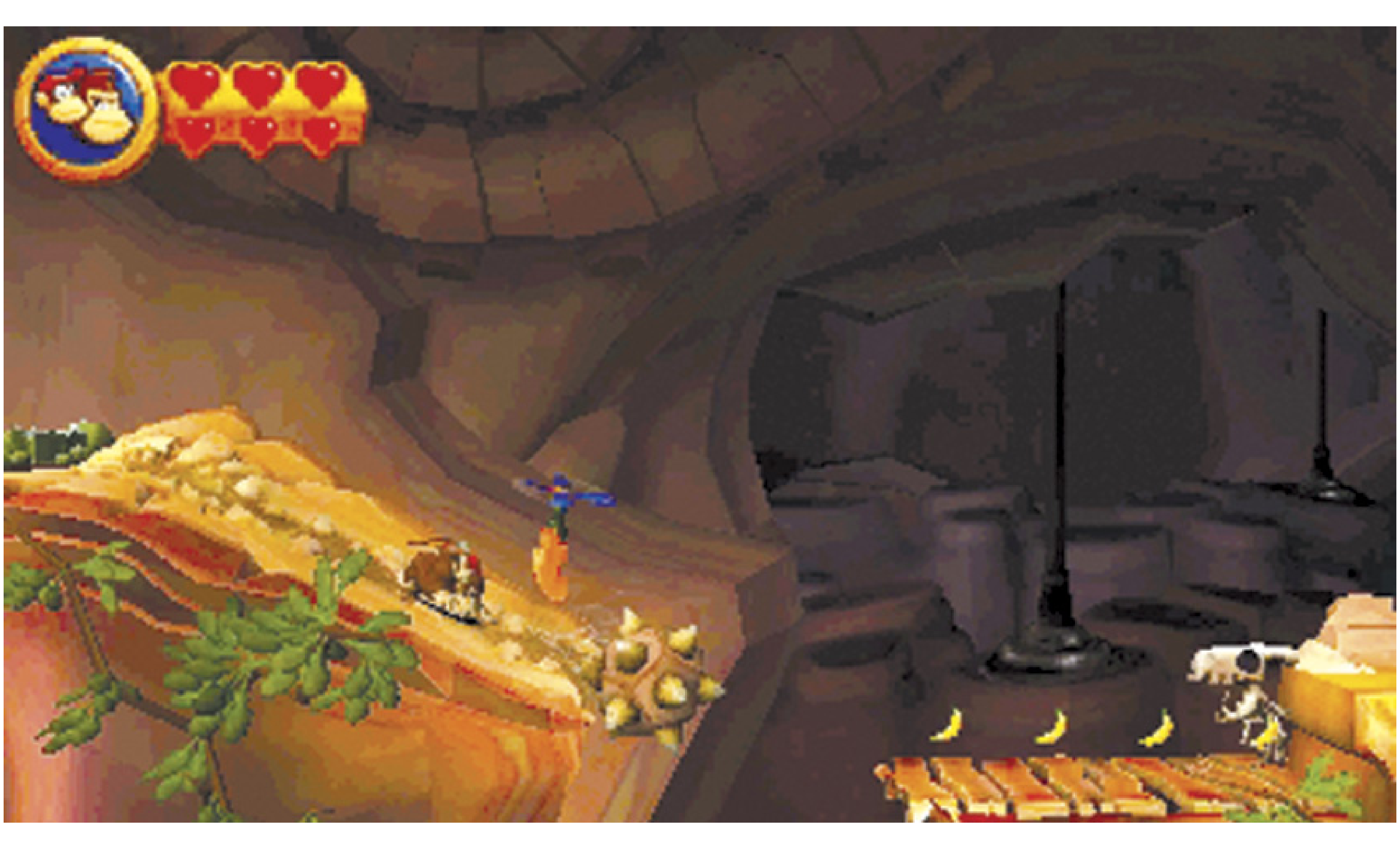
① K Right at the start, blow on the windmill to lower a platform. Then jump onto it and ride it to the top. Jump across and pull on the vine to cause a DK platform to appear. Pound on it, and spiked balls will start rolling. Continue to the right and jump onto a Skellirex so you can jump onto a wooden platform. Now head left to get the K KONG letter.



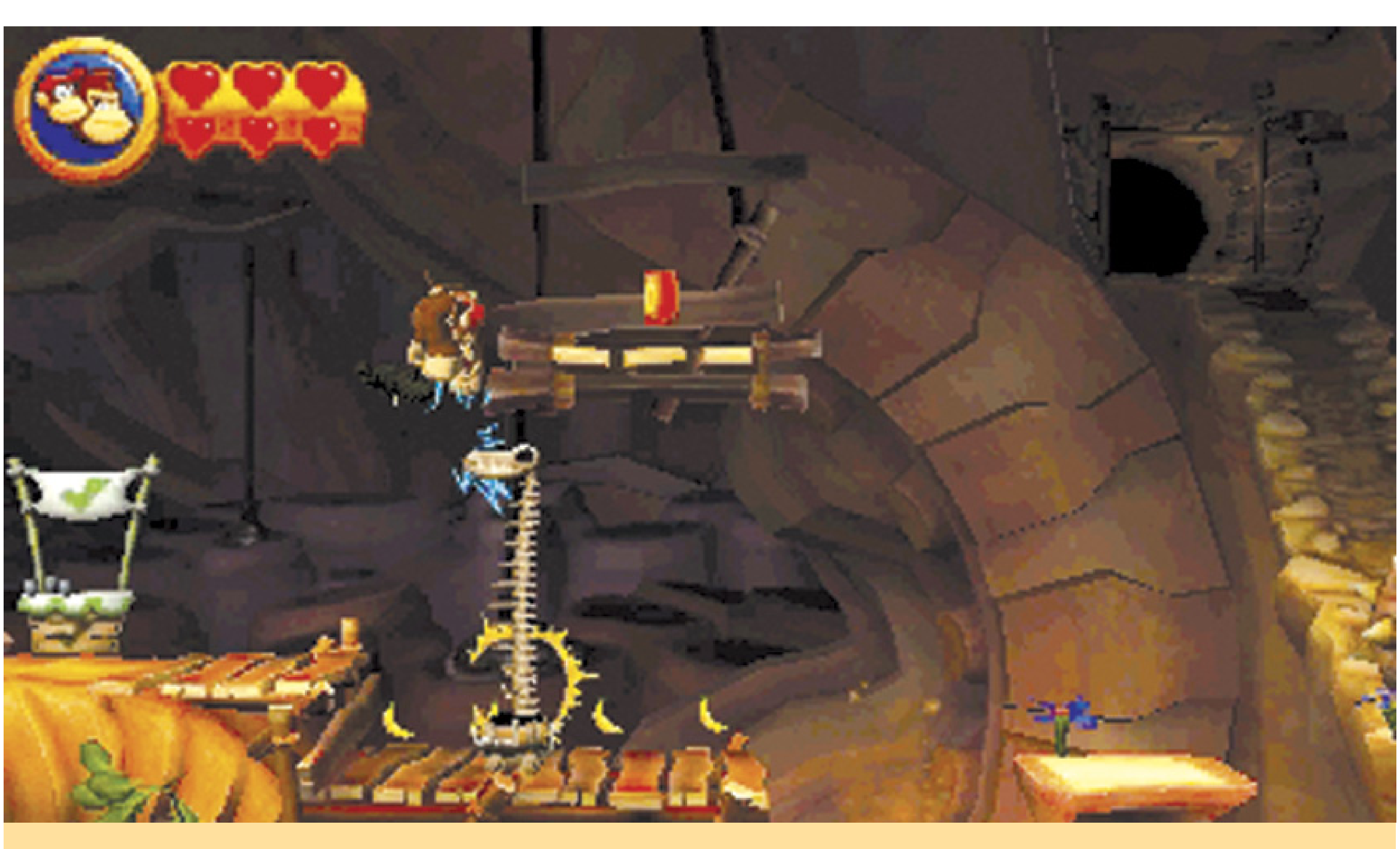
② Once you have the K KONG letter, continue to the left and Barrrel roll and then jump to land in a barrel that will shoot you up into a bonus area. If you have Diddy Kong, you can hover-jump to get to the barrel. Clear out the bonus area to get the Puzzle Piece.



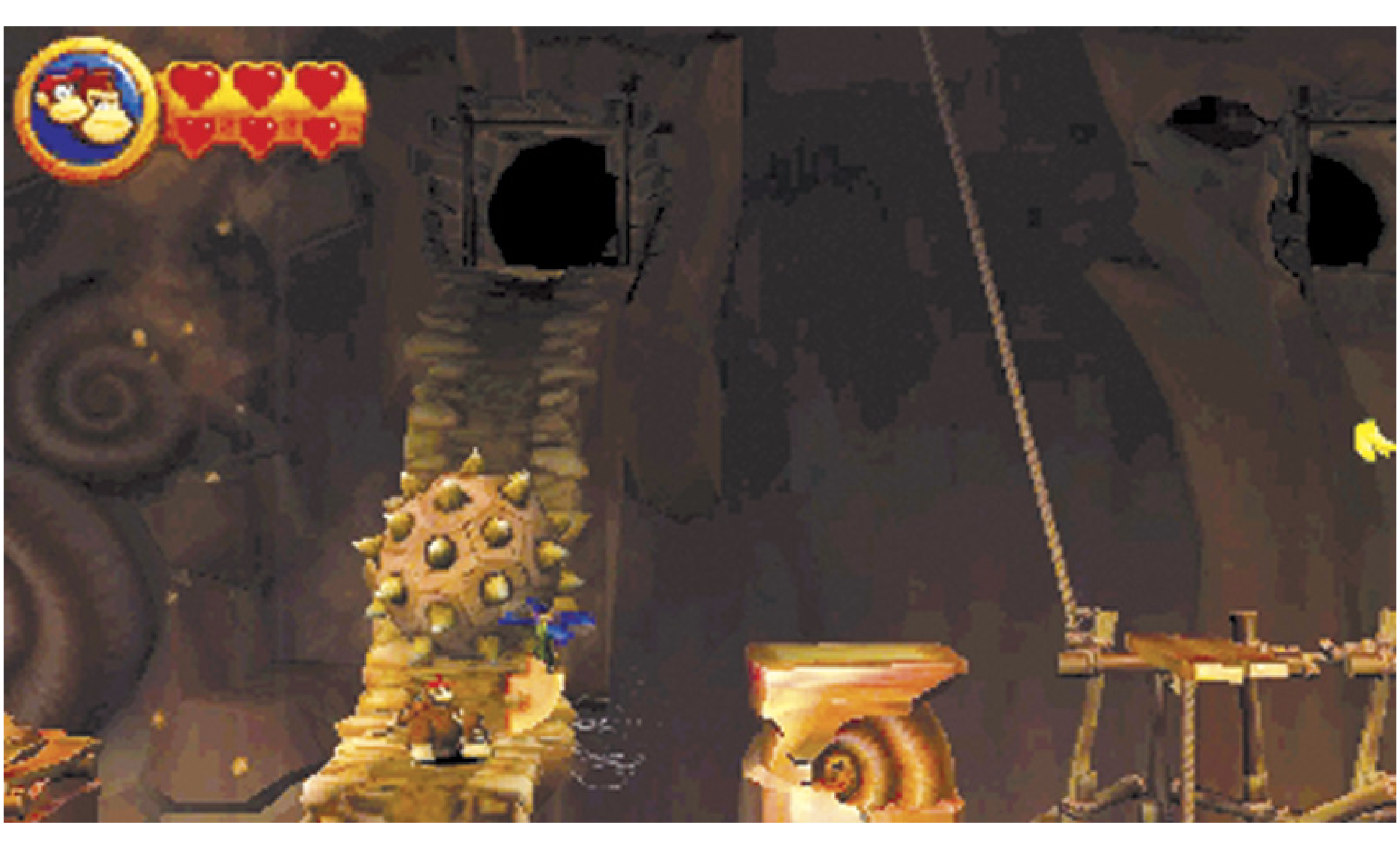
③ Now go right and pound a cactus near a Bonehead Jed to find a Puzzle Piece. Grab the DK Barrel on the platform to the right, since Diddy Kong will come in handy.



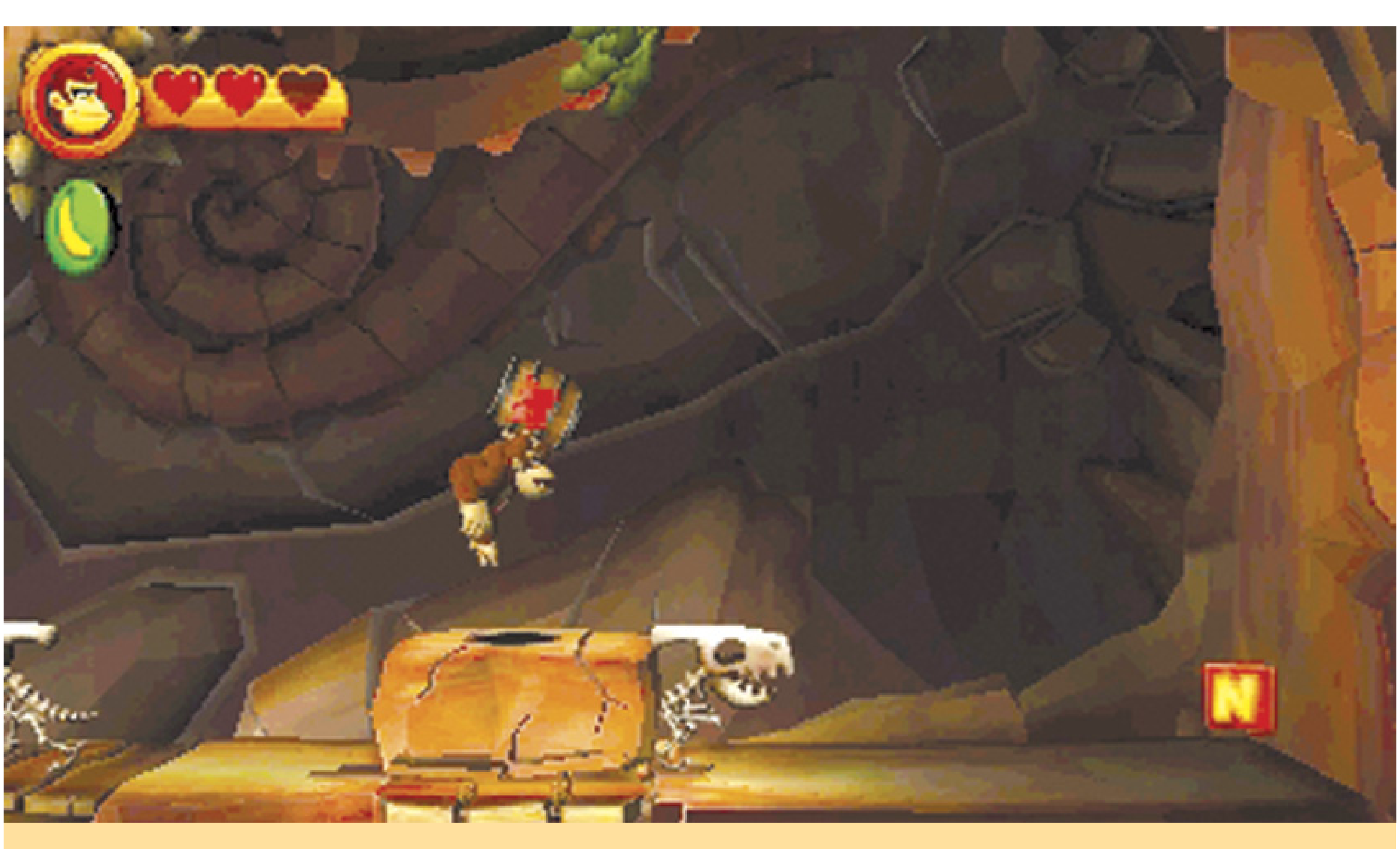
④ Continue right, and after pounding a cactus for a coin, blow on a blue flower to get another Puzzle Piece.



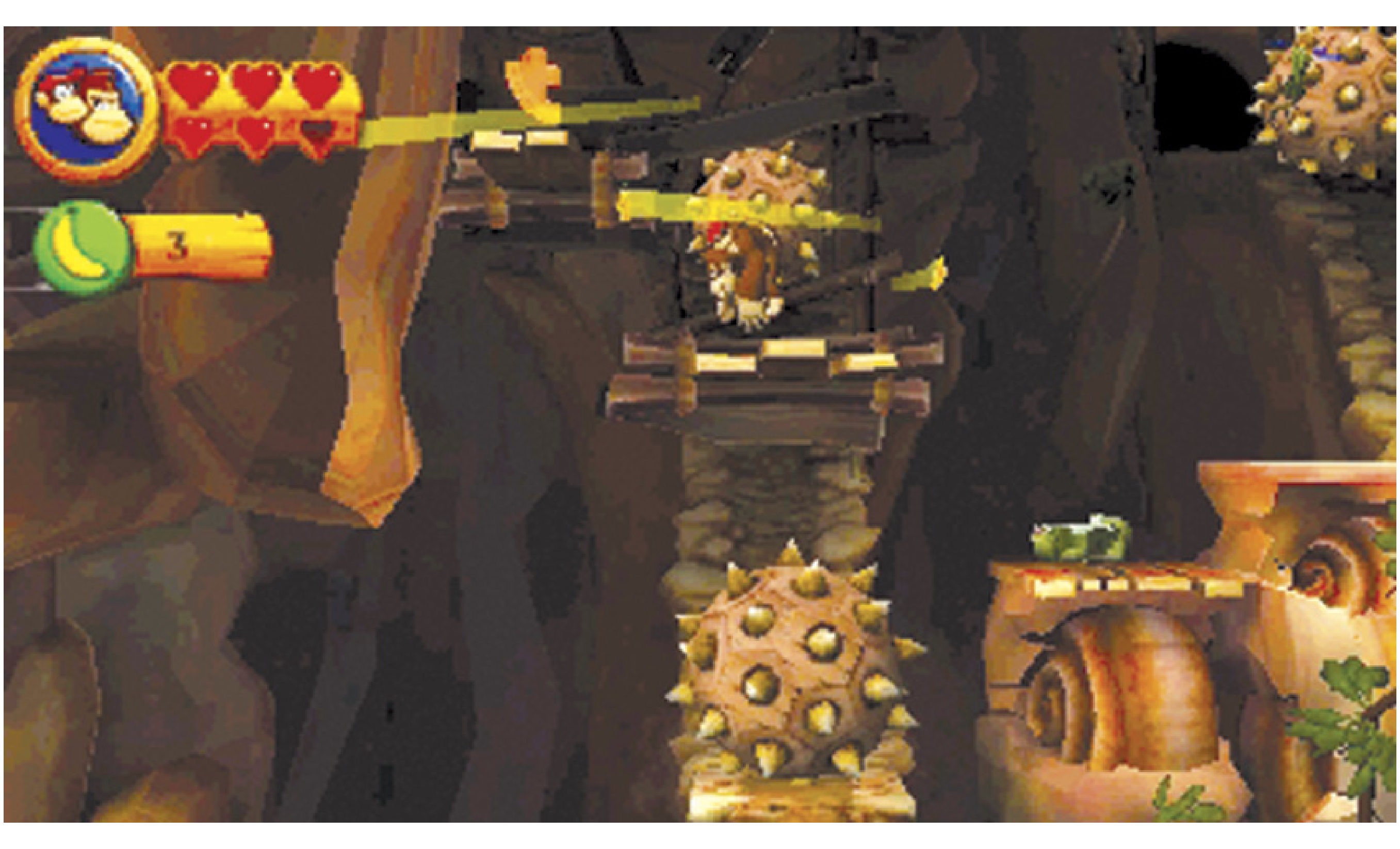
⑤ O After passing the checkpoint, jump onto a Bonehead Jed when his head is up high. Next, jump onto a platform where the O KONG letter is located. Grab it and then jump down to the right and land on a platform with a blue flower.



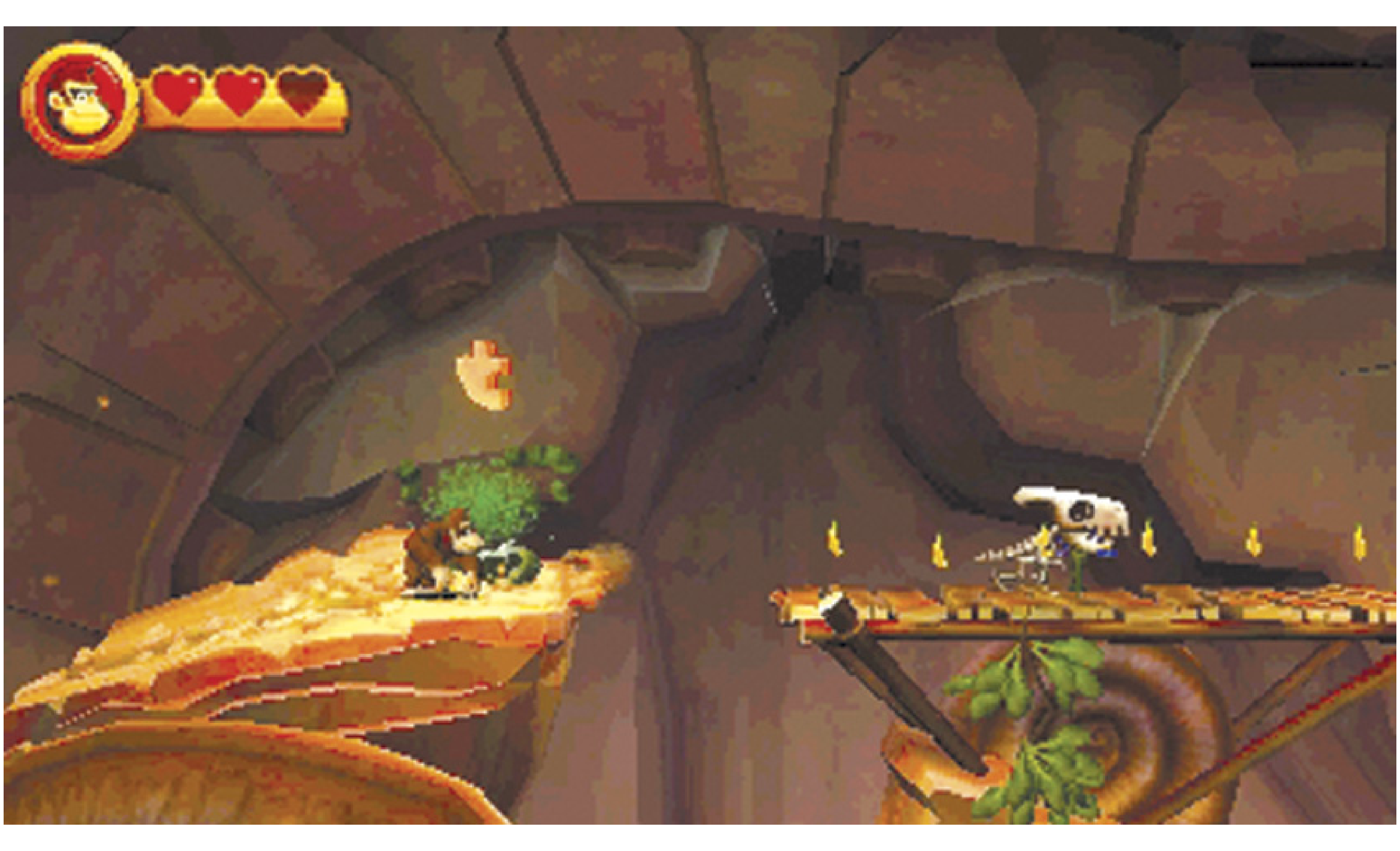
⑥ Jump across ramps where spiky balls are rolling out. When you reach the end of a set, blow on the blue flower to release a Puzzle Piece. Quickly jump to the right to pick it up, then get out of the way.



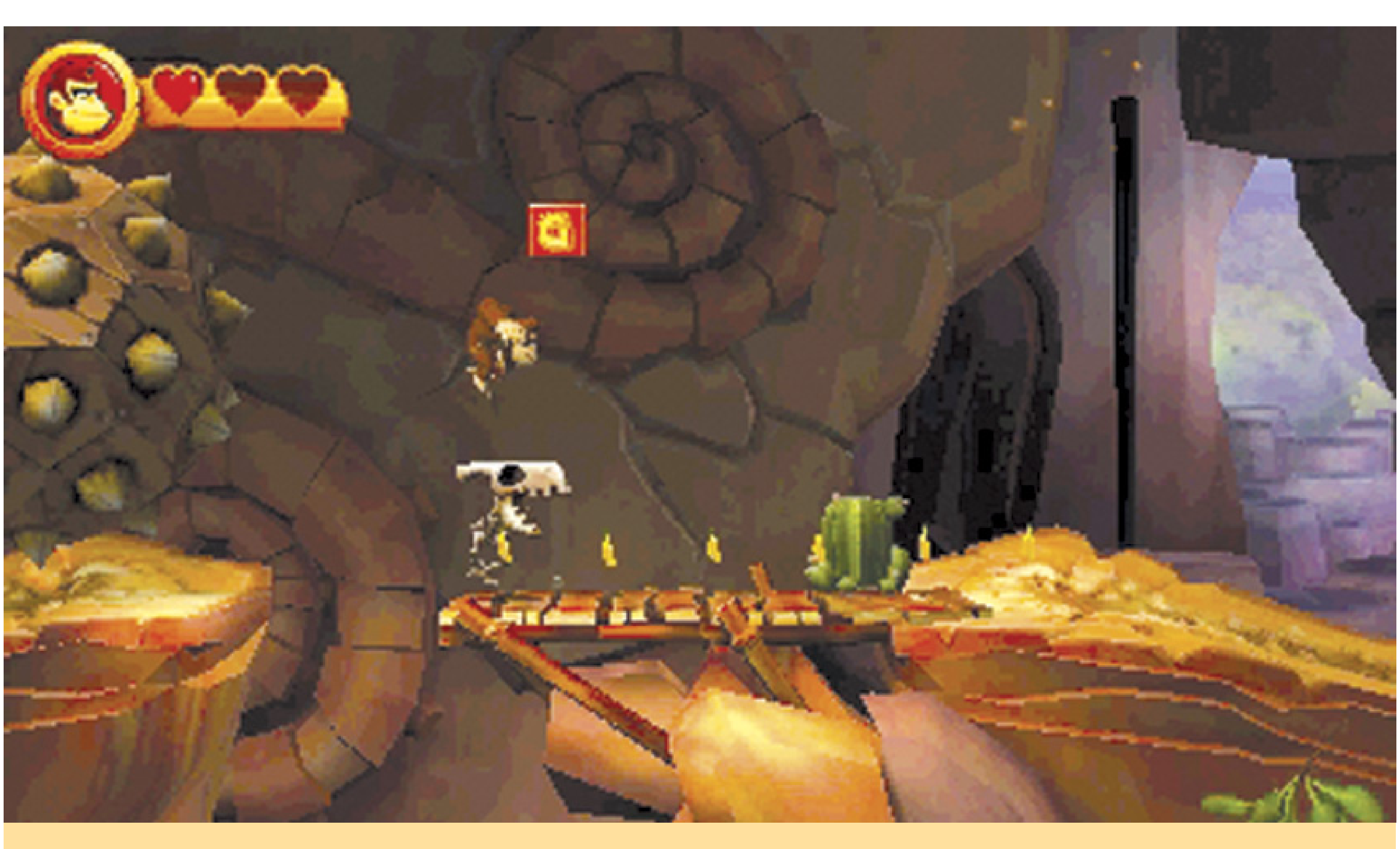
⑦ N Grab the DK Barrel as you advance, and continue to a solid wall where you can pick up the N KONG letter. Now pound on the stone to the left to drop to an area where you can pound a cactus for a coin.



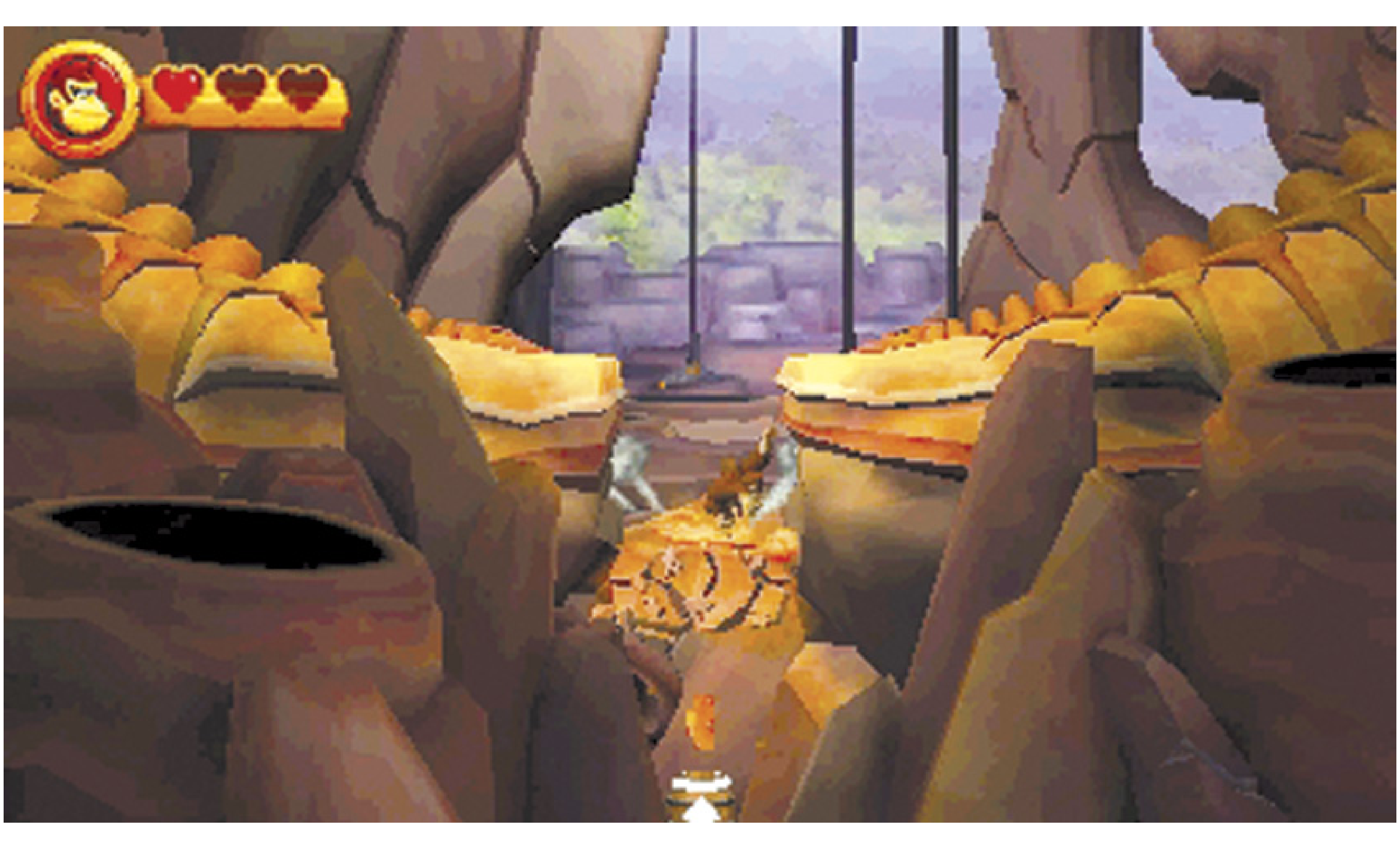
⑧ Head to the right to a blue flower, then jump up to the left to get another Puzzle Piece.



⑨ Get past a couple large spiky balls by ducking down in depressions and then pound a cactus to grab a Puzzle Piece.



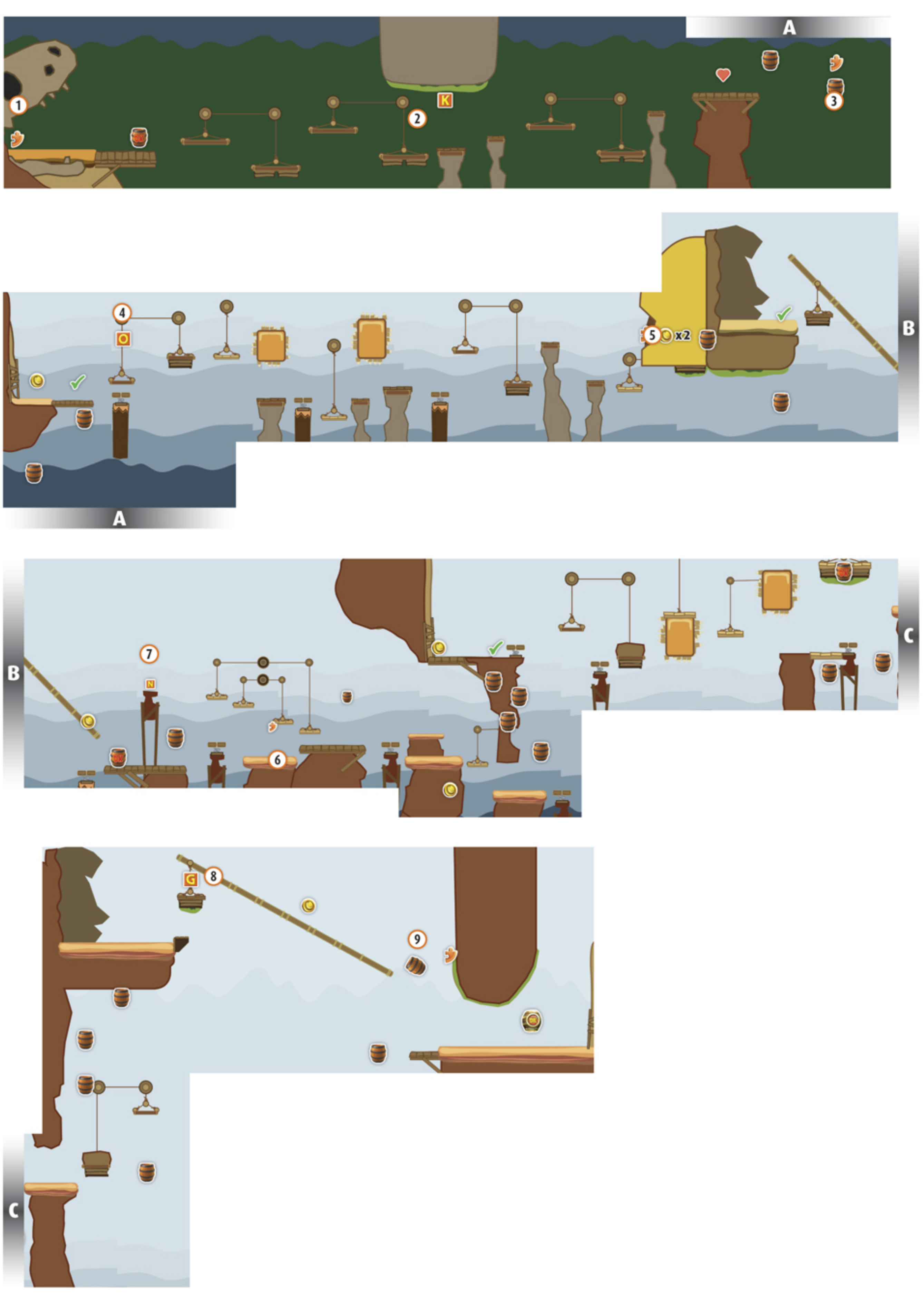
⑩ G Continue past two more large spiky balls and then jump across to a wooden platform. Jump onto a Skellirex so you can get enough height to snag the G KONG letter and spell out K-O-N-G.

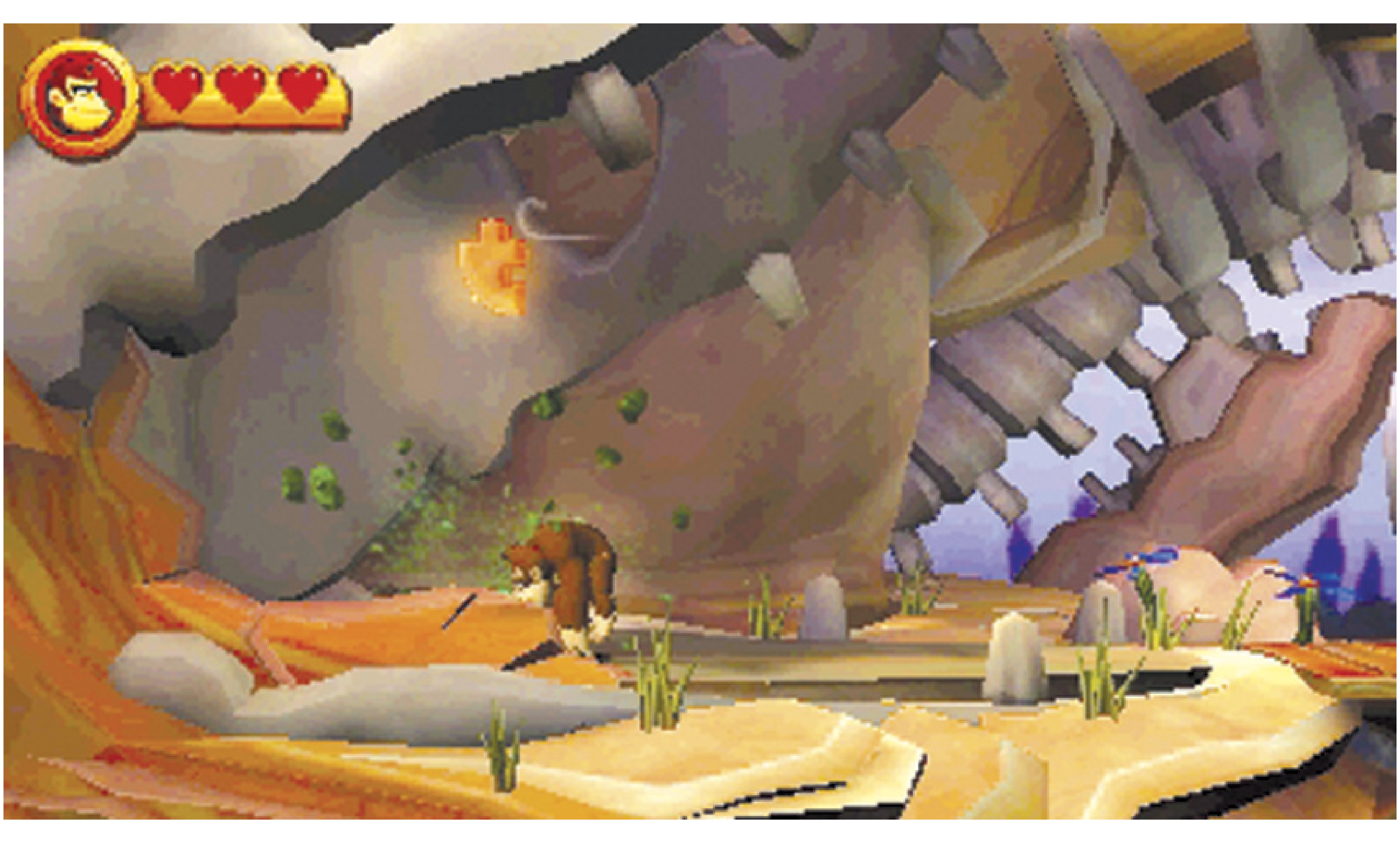


⑪ When you reach the bottom of two slopes, duck down while a huge spike ball rolls past. Pound through some stone layers and drop into a barrel, collecting the last Puzzle Piece along the way. Then continue to the Slot-Machine Barrel to complete the level.

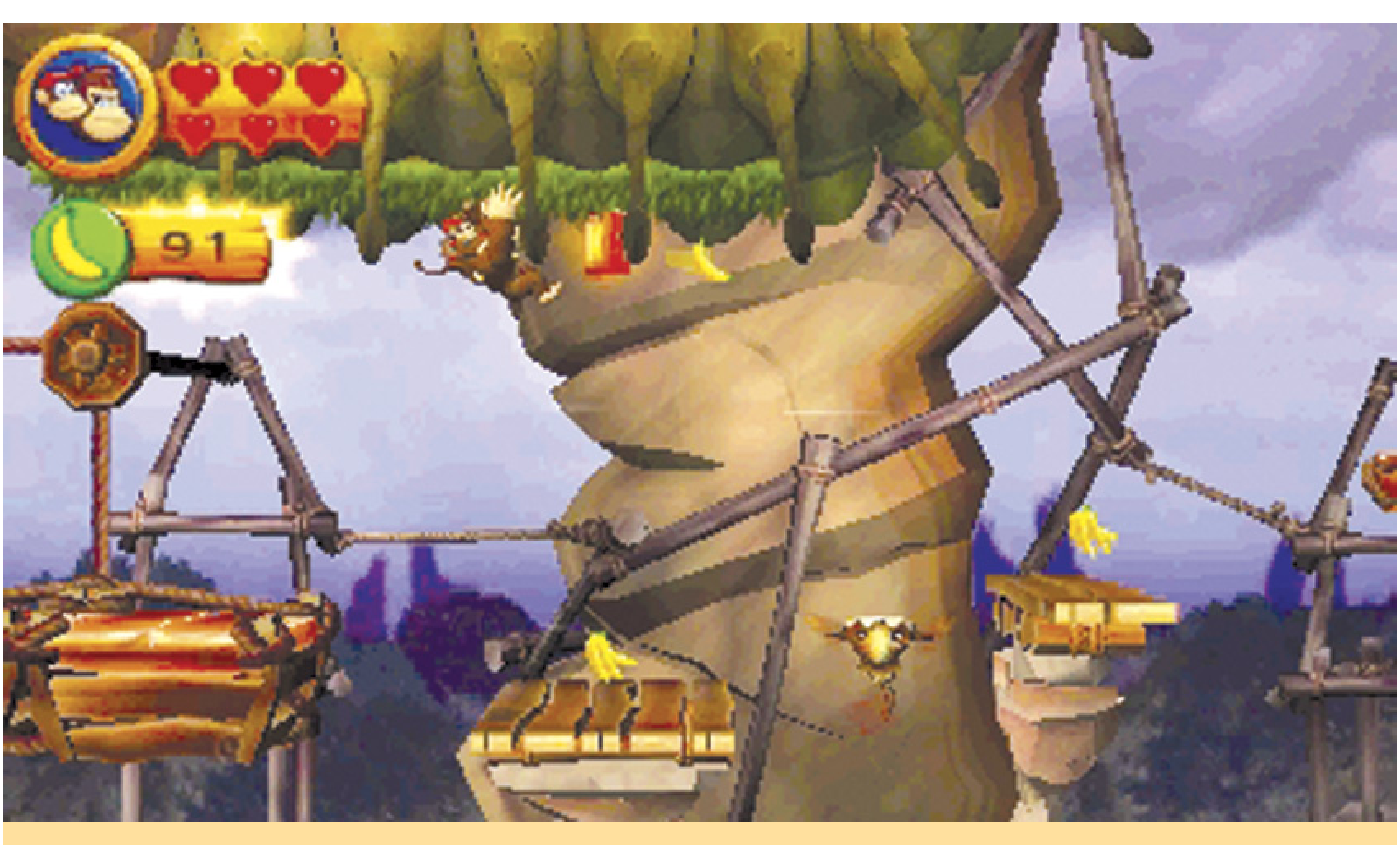
World 6

Weighty Way

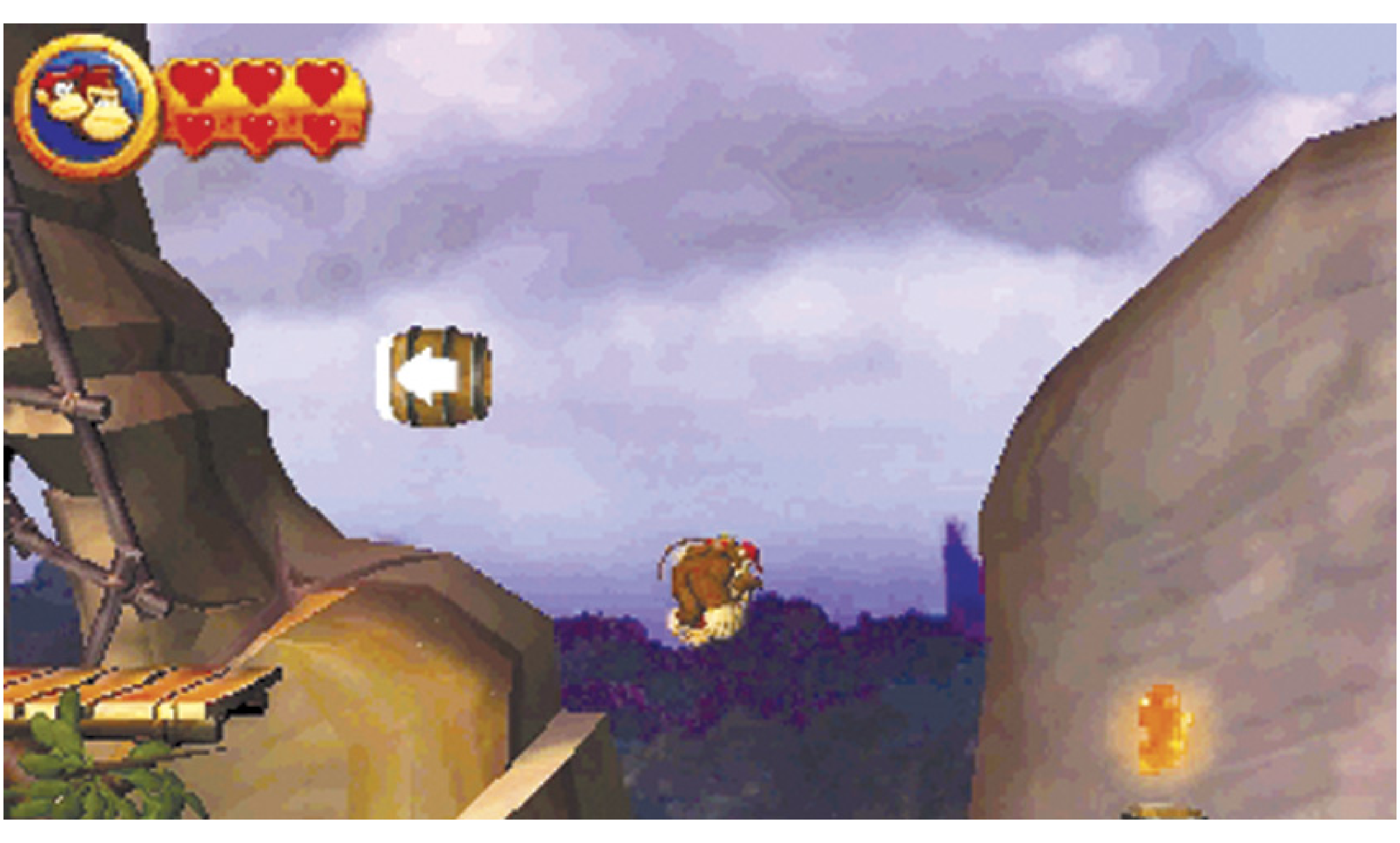




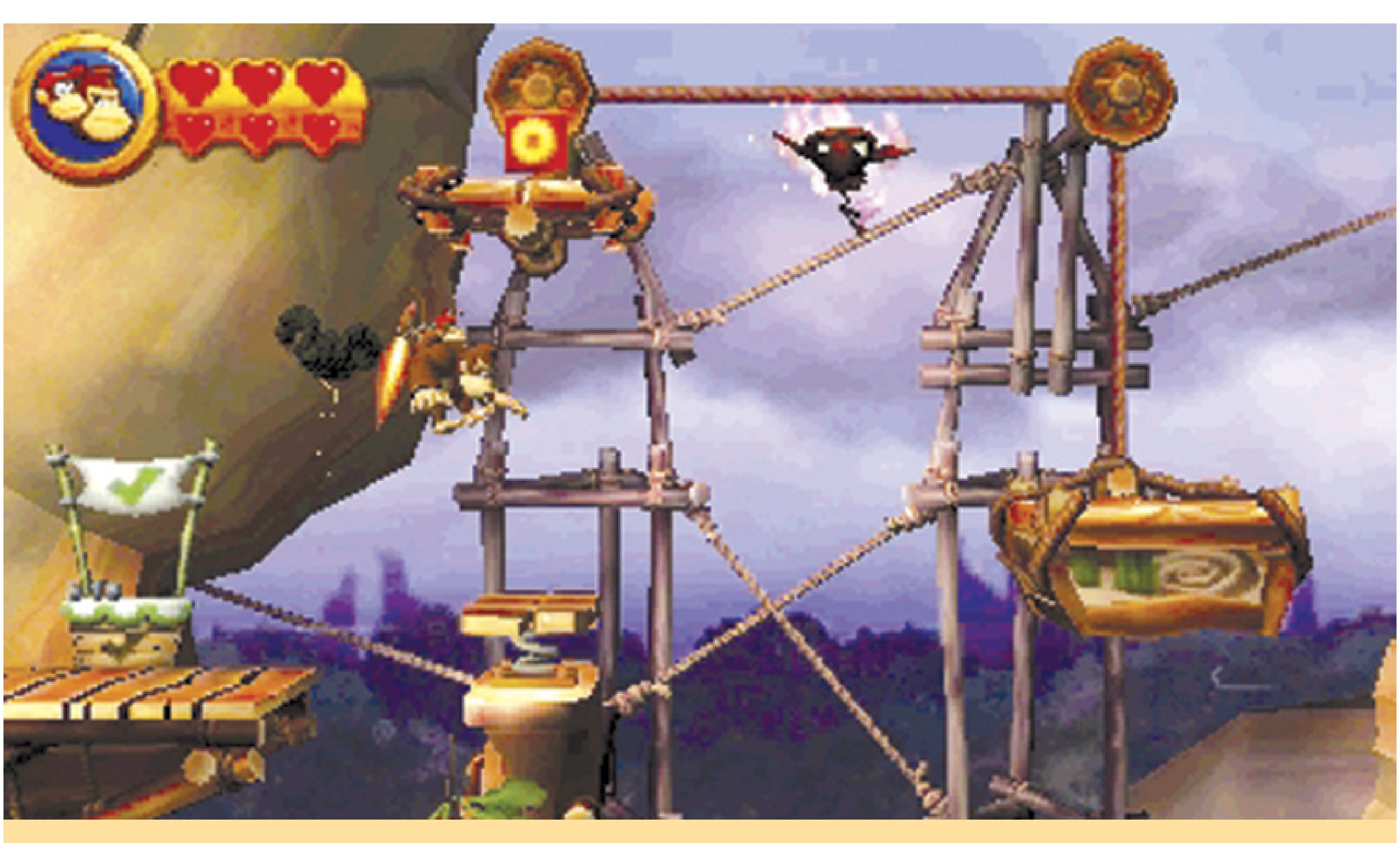
① Right at the start, head left and pound a cactus to get the first Puzzle Piece. Then go right and get the DK Barrel.



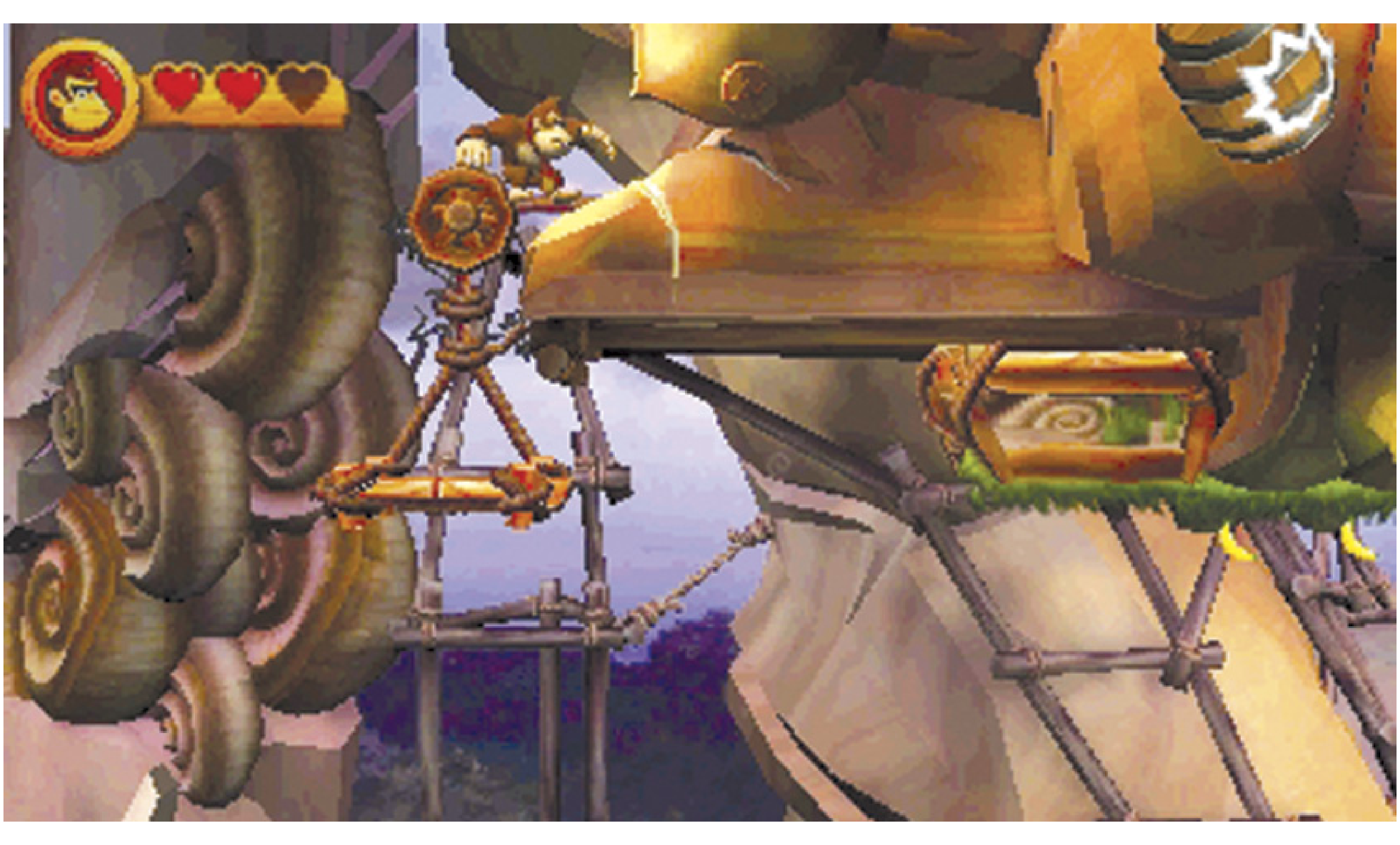
② K The first part of the area contains hanging platforms. As you stand on one, it lowers while another rises unless there is a Skellirex on one side. Get across the first pair and then as you land on the left platform of the second pair, hover-jump to the right and grab on to the grassy layer. Climb across to get the K KONG letter.



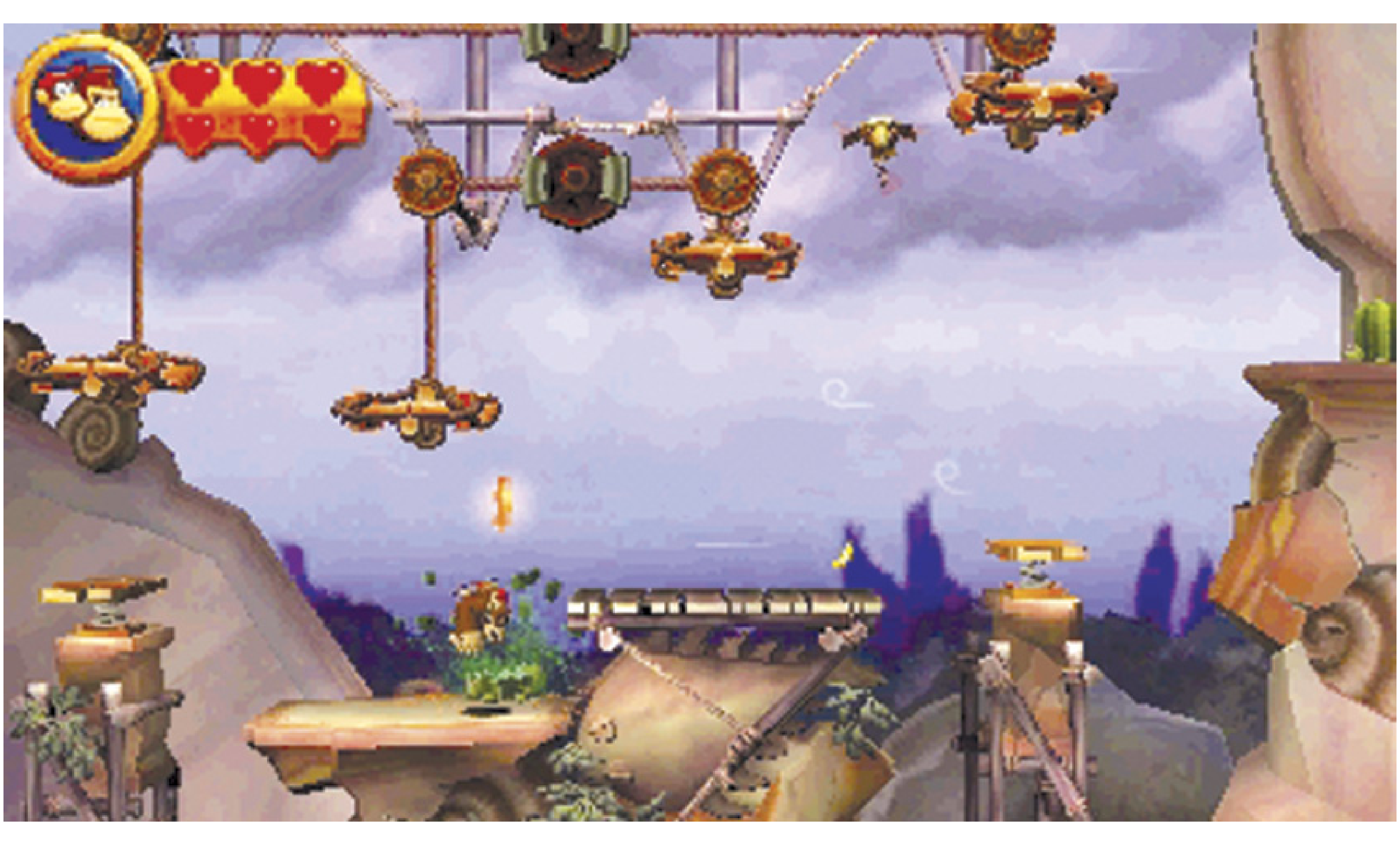
③ When you reach the platform by a barrel, don't jump into the barrel. Instead, roll to the right off the platform's edge and then jump in midair to get the Puzzle Piece. Next, drop into another barrel right below it.



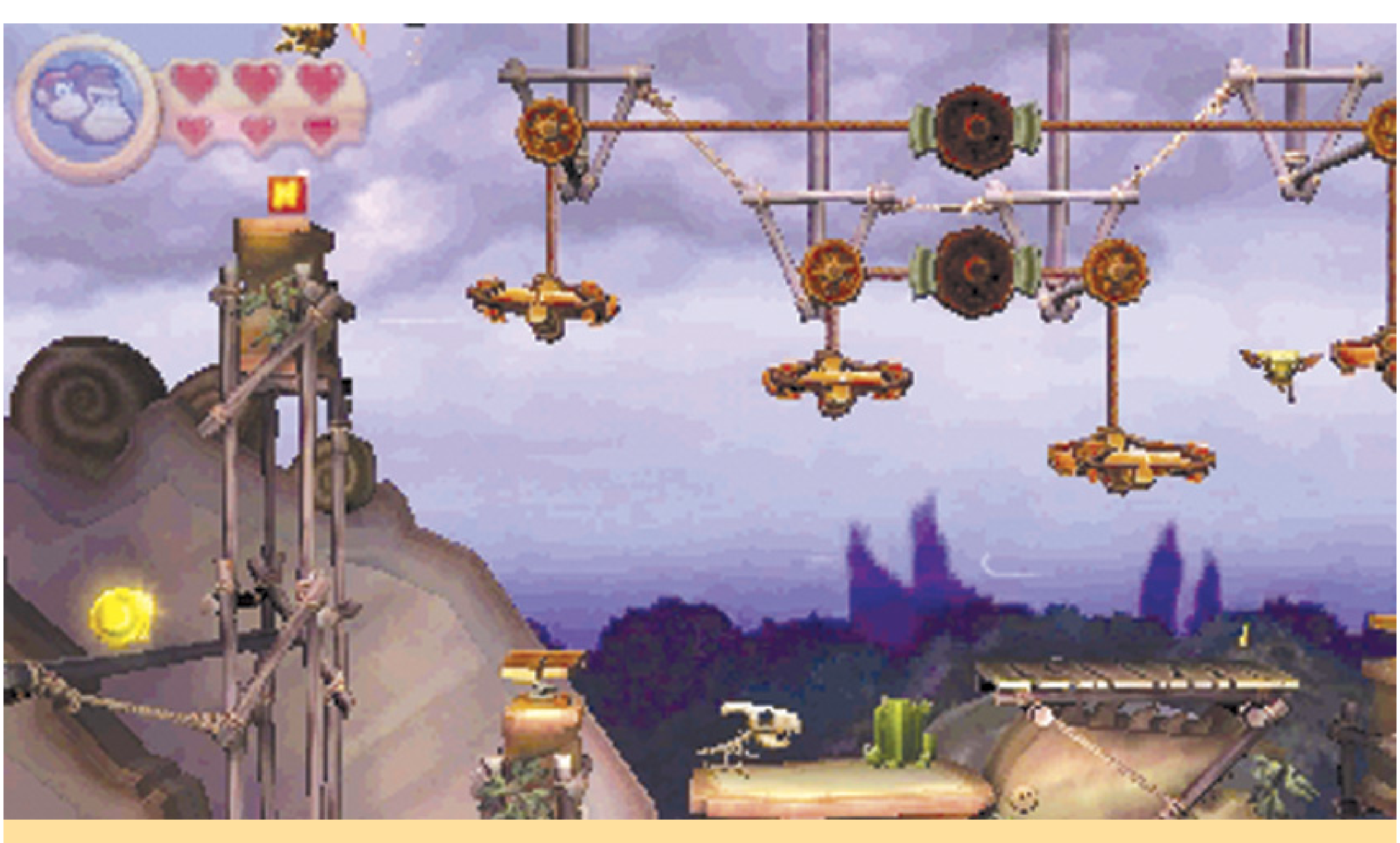
④ O After passing the checkpoint, jump onto a spring board and leap up to get the O KONG letter.



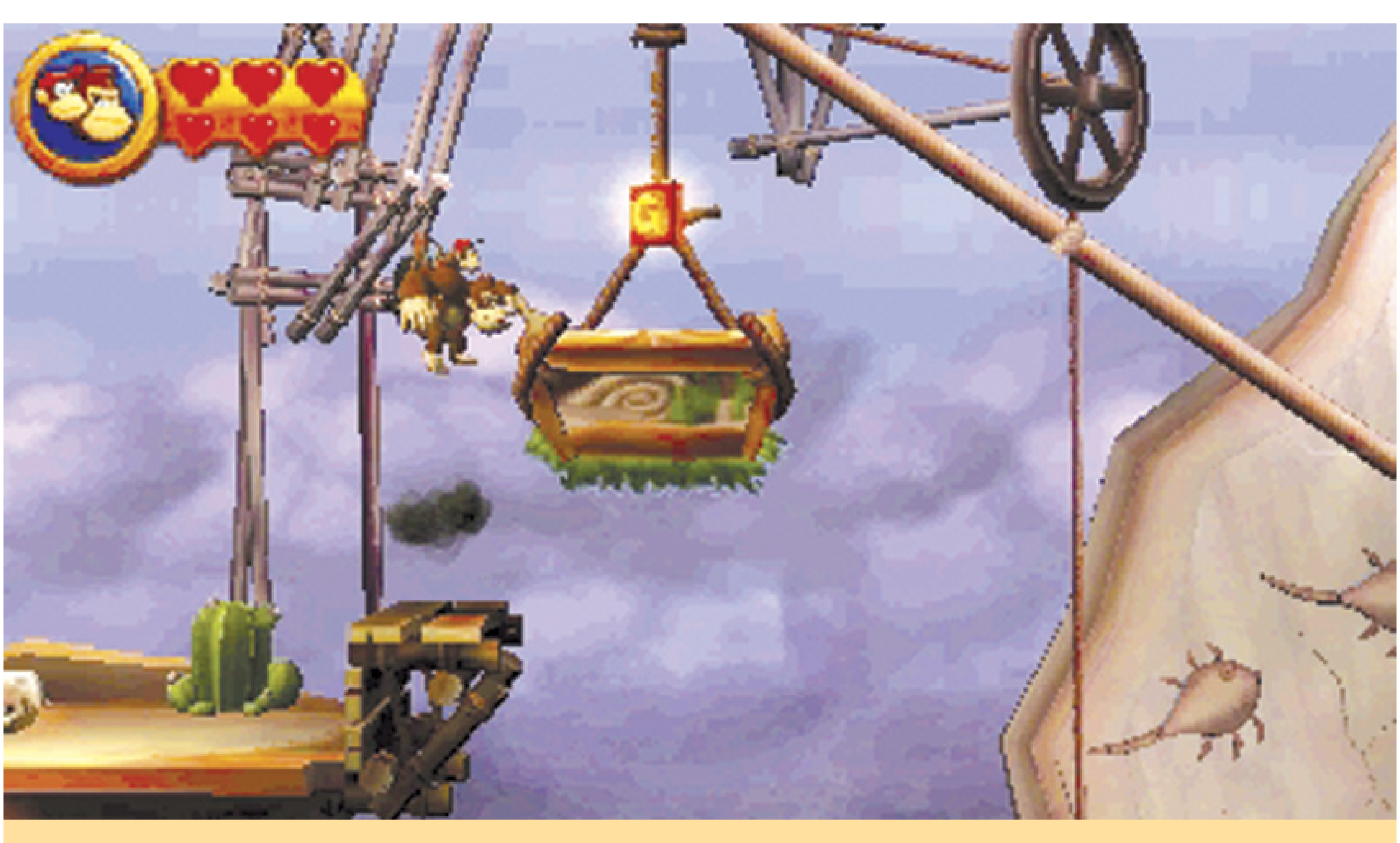
⑤ You reach a platform that is connected to a sliding grassy block. Quickly jump up and to the right from the platform before it goes down. You enter a bonus area where you collect a couple Coins and bananas to earn a Puzzle Piece.



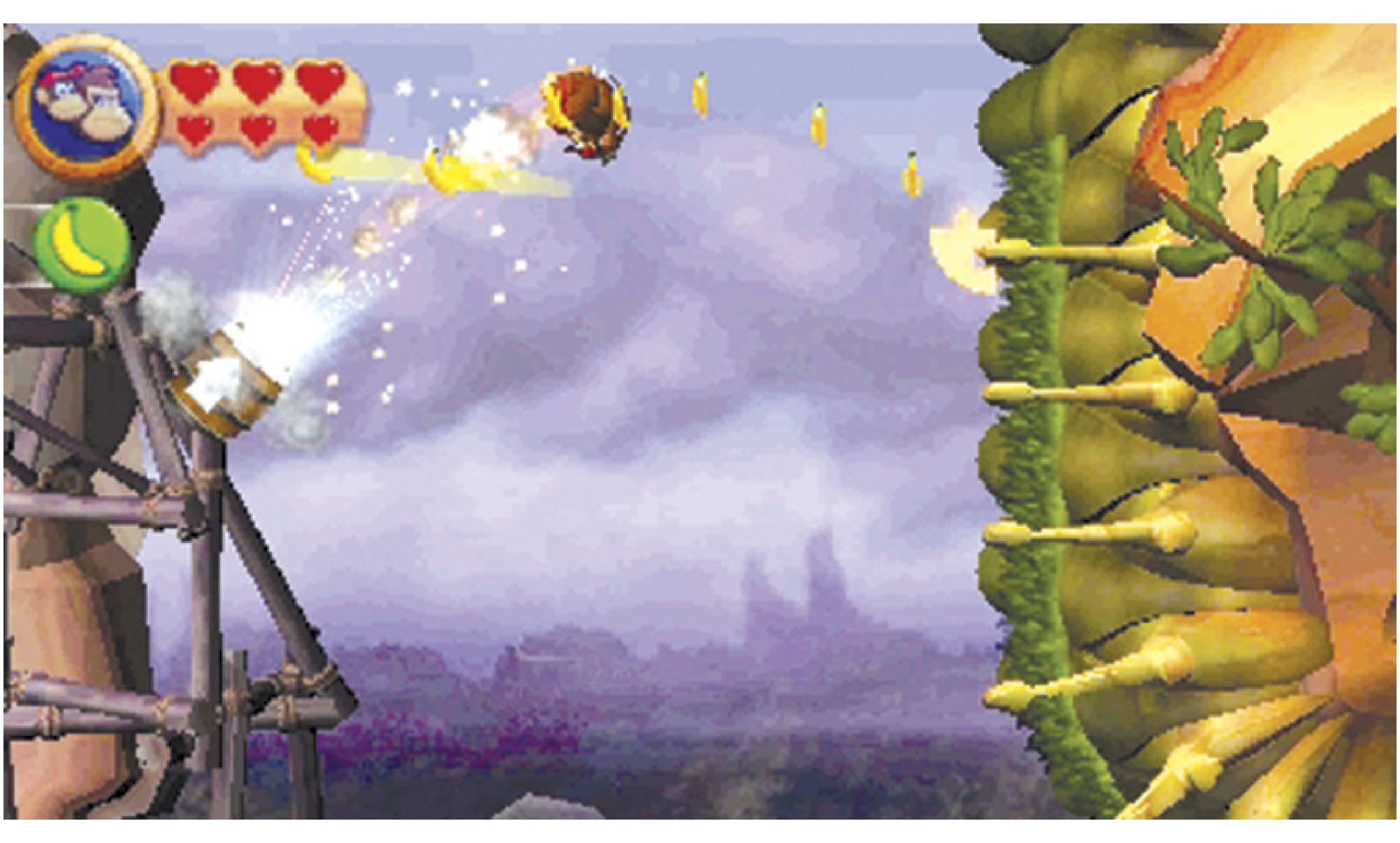
⑥ After passing by the next checkpoint and riding a platform down an incline, shoot yourself into a background area with a barrel. Pound the cactus near where you land to get a Puzzle Piece.



⑦ N From the Puzzle Piece, head up and right to pound another cactus to release a barrel. Then manipulate the platforms to the left so you can get the N KONG letter located on a platform on the left side. Once you have it, head back to the right and jump into the barrel to launch yourself to the main part of the level.



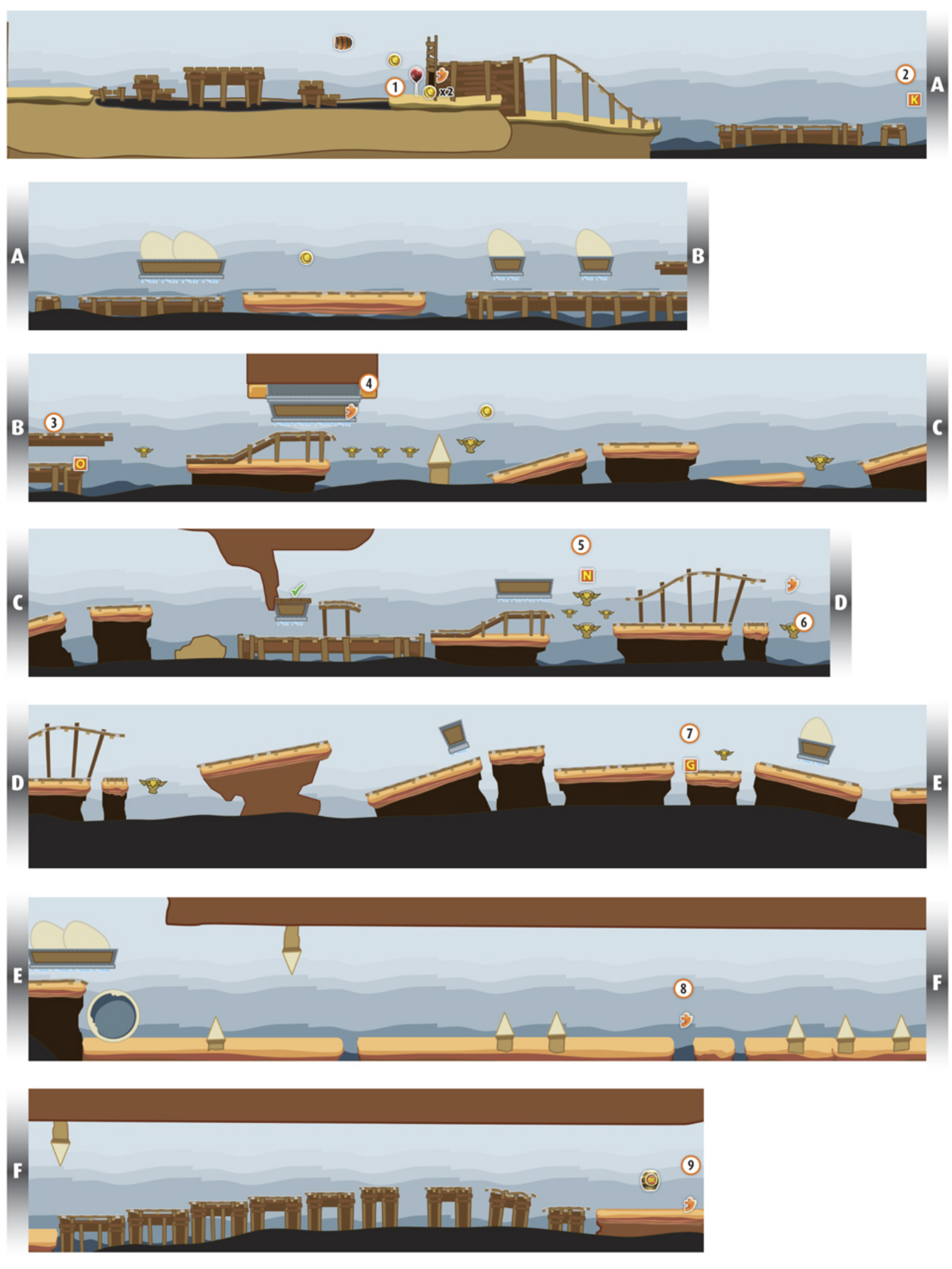
⑧ G When you get up to another incline, jump and grab on to the grassy underside of a platform to begin pulling it down. Quickly jump back to the left onto the wooden step. From there, jump to the top of the platform to get the G KONG letter.

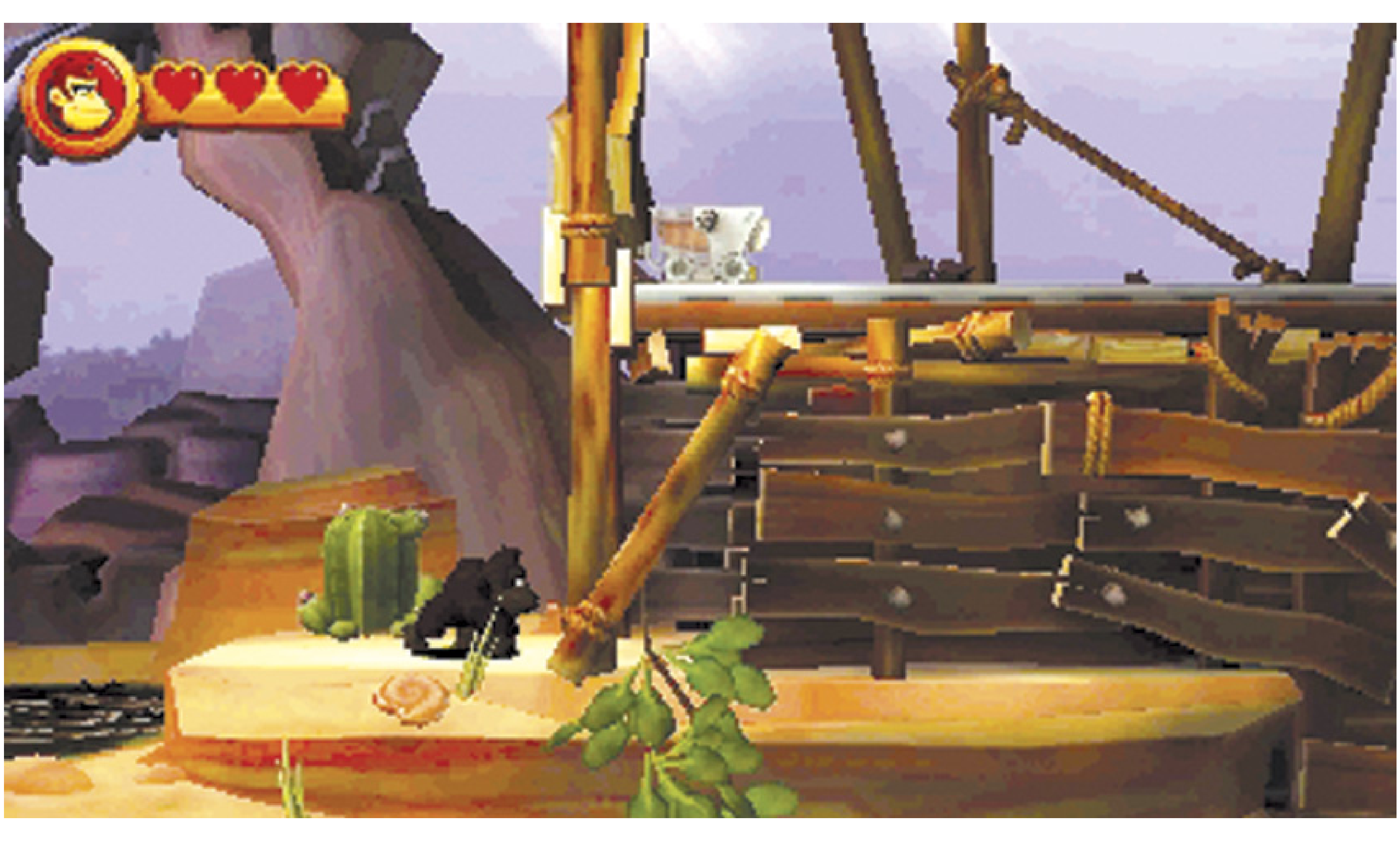


⑨ When the platform reaches the bottom, run and hover-jump to the right to get into a barrel that will shoot you over to the last Puzzle Piece. Hanging on to the grassy layer, crawl down and right to reach the Slot-Machine Barrel. Hit it to complete the level.

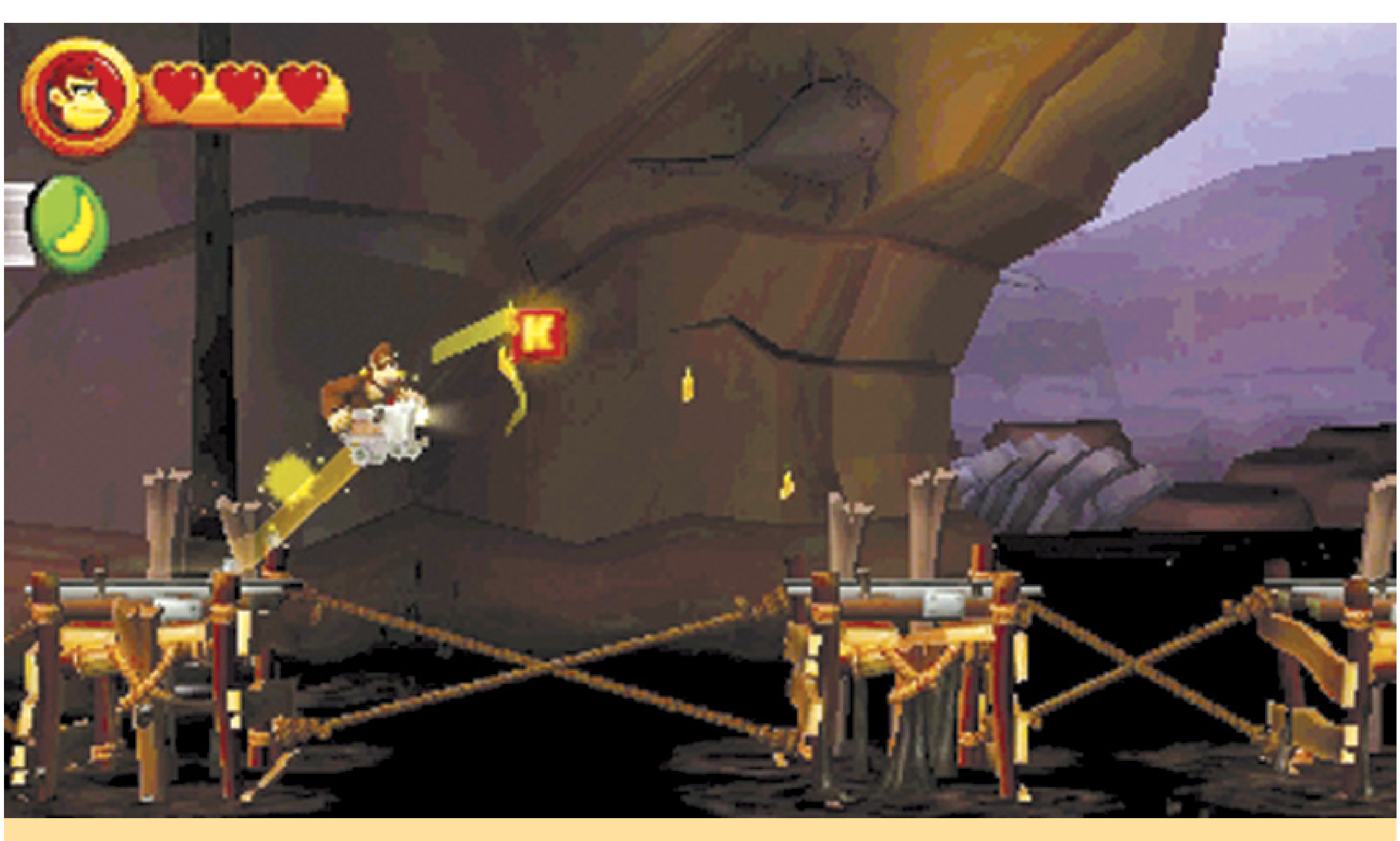
World 6

Prehistoric Path

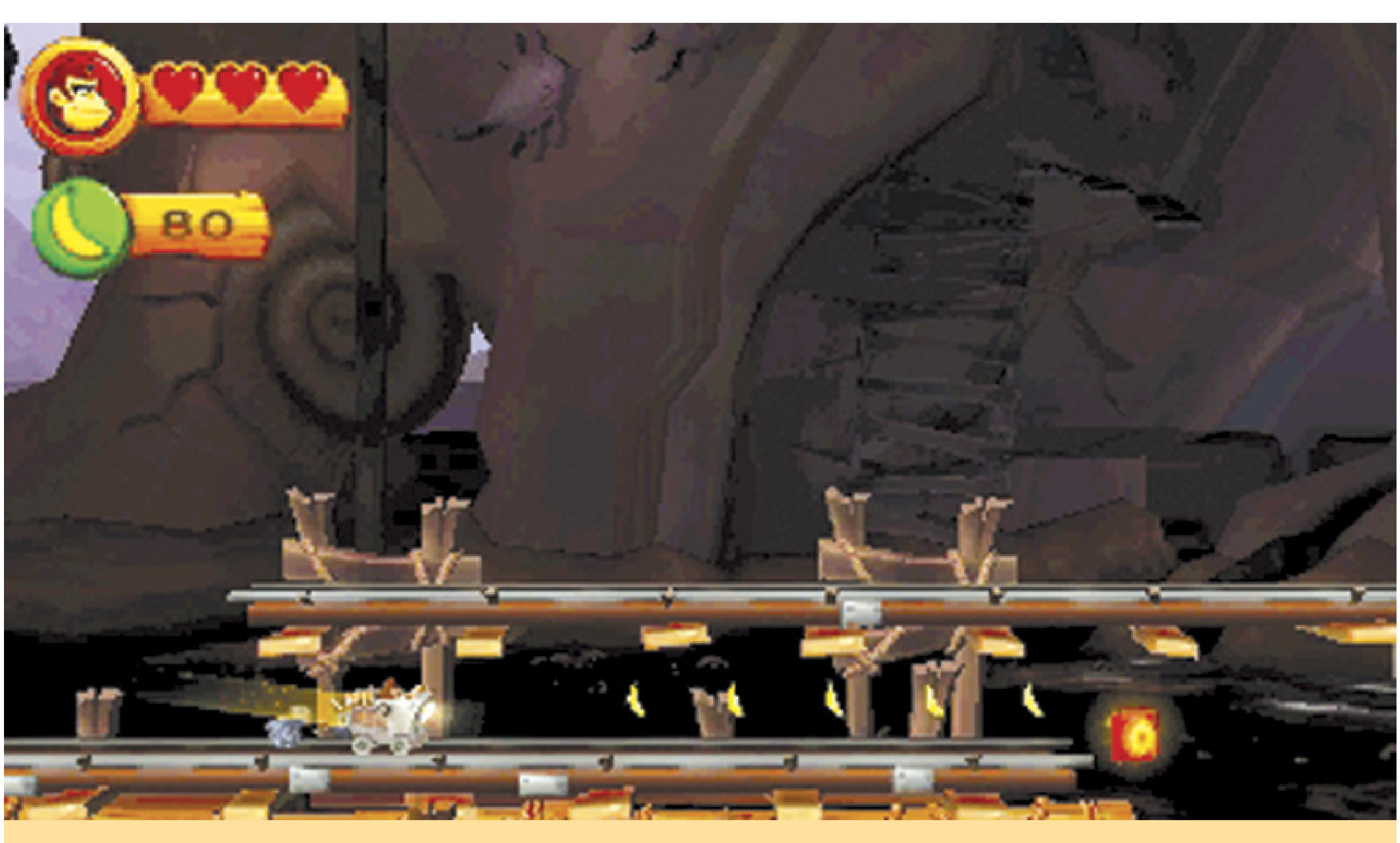




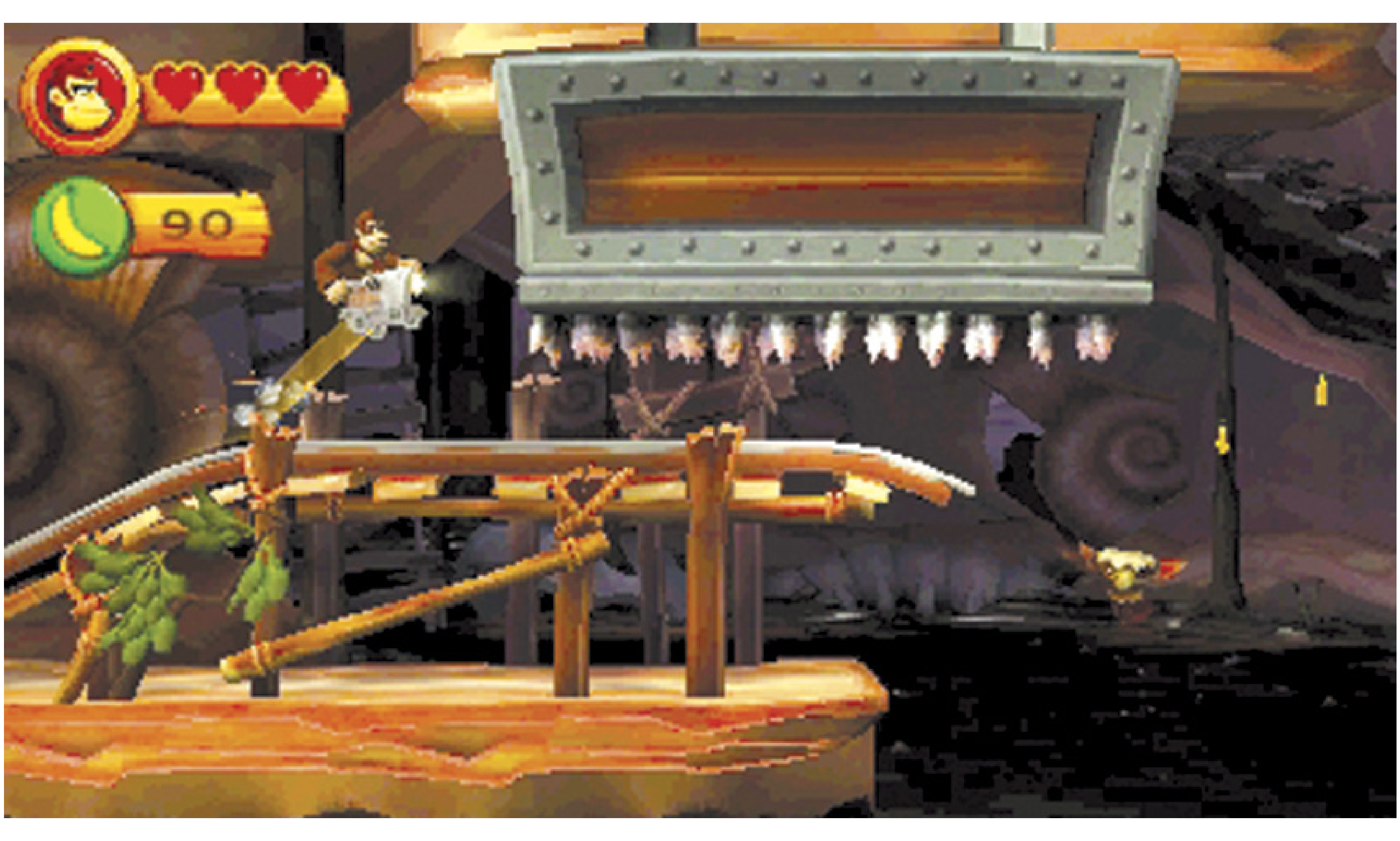
① When the level begins, head right. Instead of jumping up into the barrel, drop down and jump through the tar pit. Move into the area below the track to enter a bonus area. Clear out the balloon, coins, and bananas to get the first Puzzle Piece.



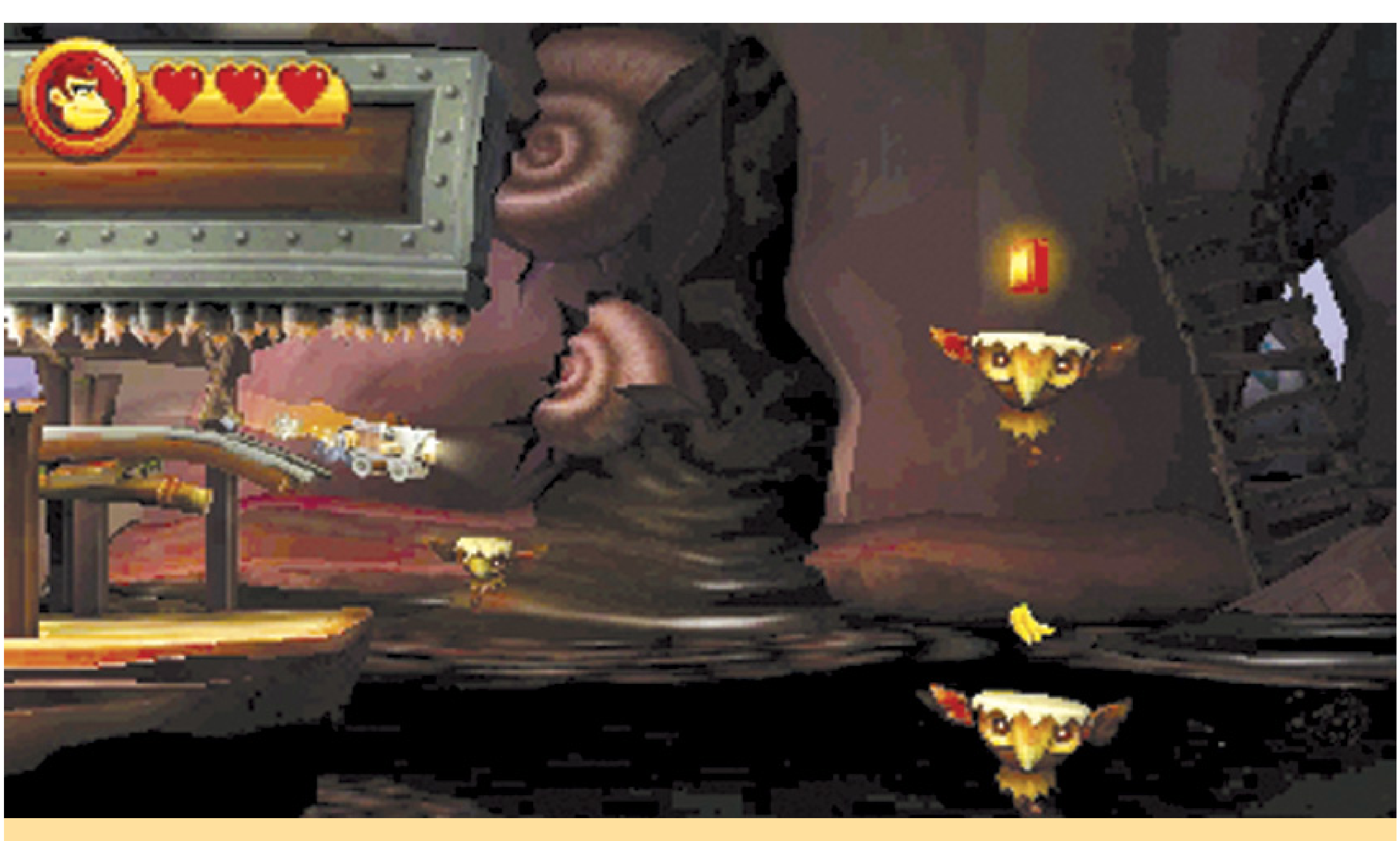
② K Once you are rolling in the cart, jump at the bottom of the first hill onto a sinking stretch of straight track. You then have to jump a bit before you reach the track's end to land on a very short piece of track. Immediately jump again to get the K KONG letter.



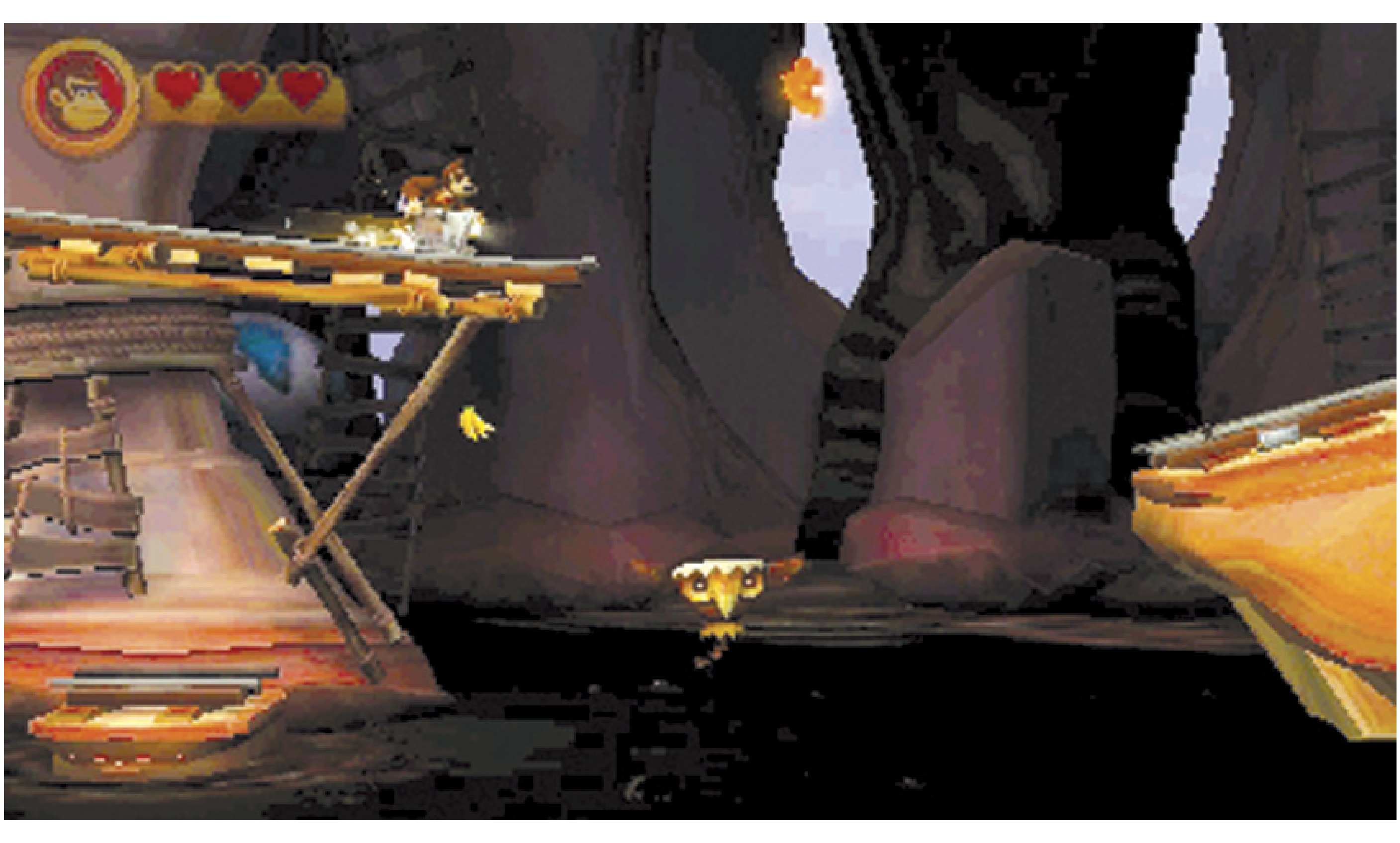
③ O After ducking under some large containers with spikes on the bottom, stay on the low track and ride it to its end. Jump at the last minute to get the O KONG letter and get up onto a higher track.



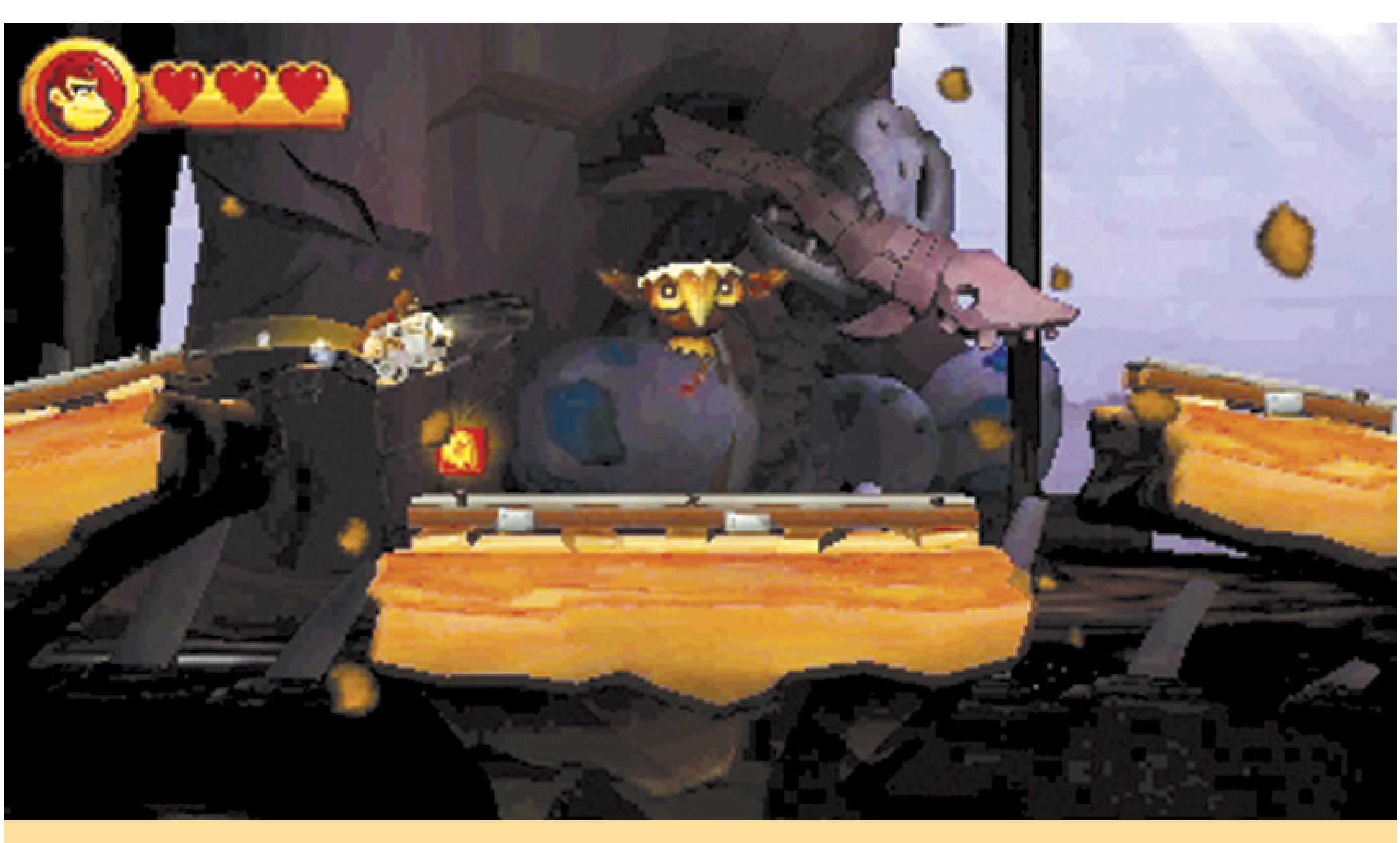
④ When you come across the next container with spikes, jump above the spikes. This container is hollow and contains a Puzzle Piece.



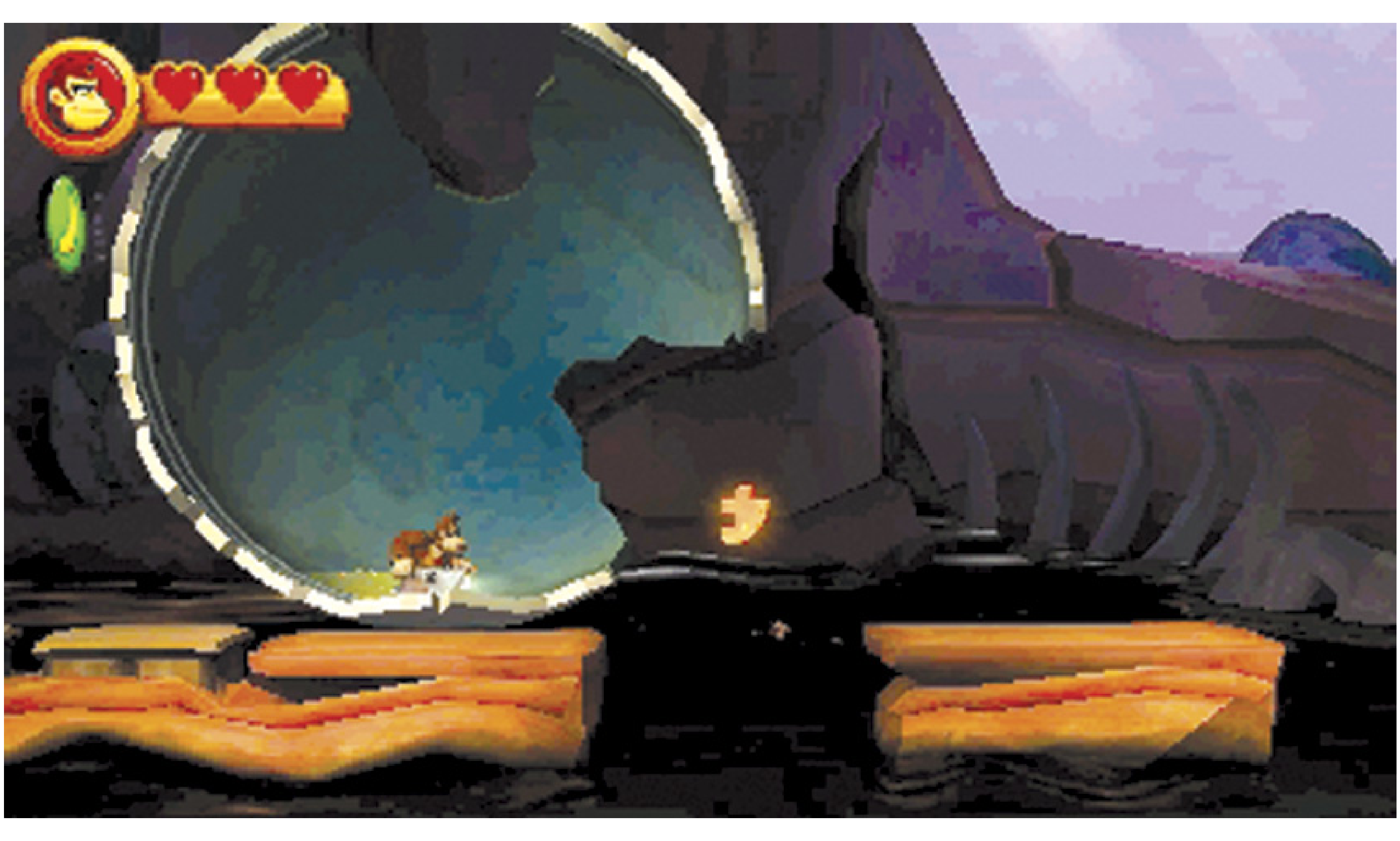
⑤ N After going past the checkpoint, duck under a container with spikes and then jump off of a Tiki Buzz. This lets you get high enough to reach the N KONG letter as you jump off of the Tiki Tork right underneath the letter.



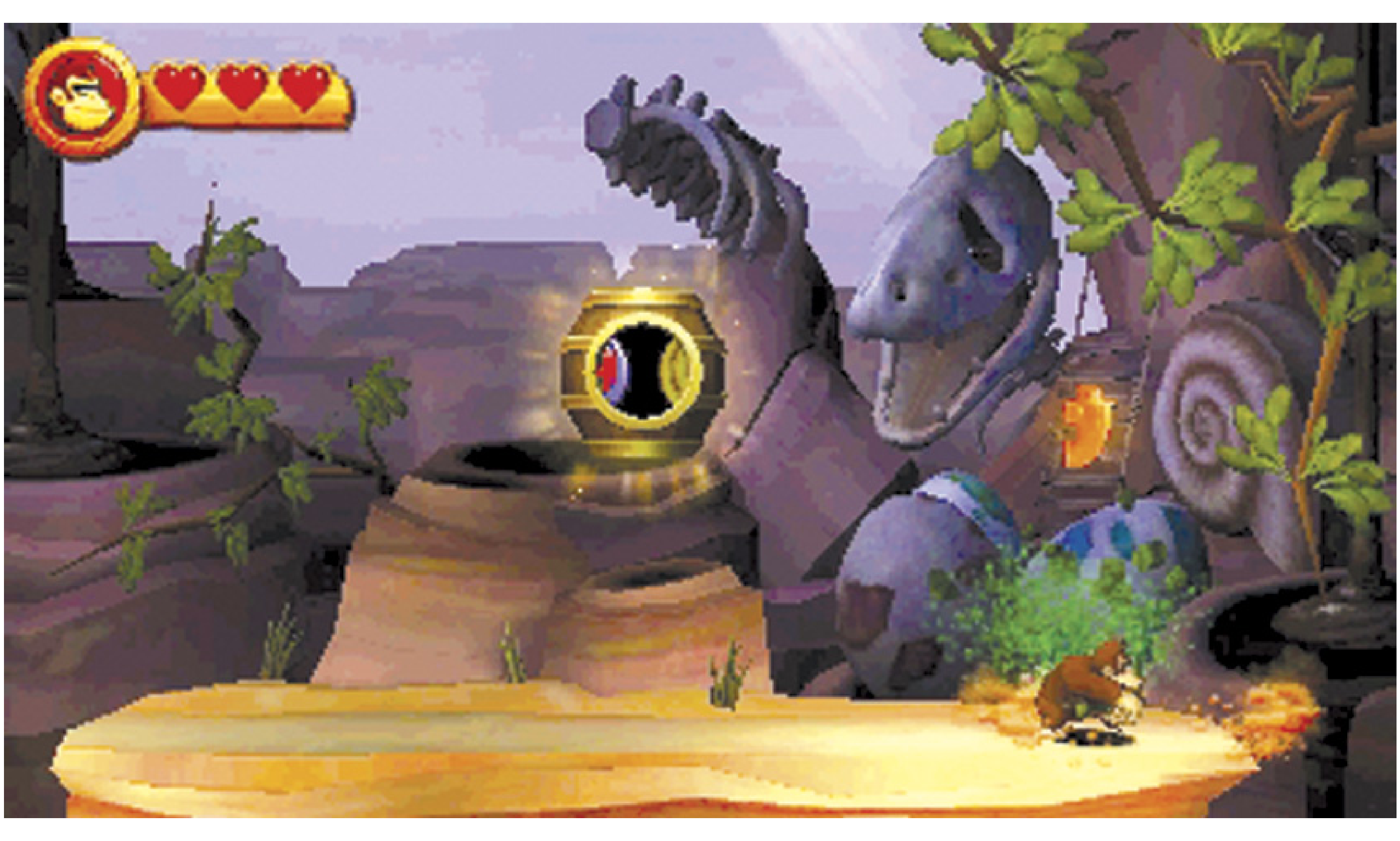
⑥ After jumping off the Tiki Tork, jump high off the next Tiki Buzz so you can get onto a higher track. Follow the track to the end and jump up to get the next Puzzle Piece.



⑦ G Ride the cart across the track that is breaking up as you go. As you approach the G KONG letter, just drop off the gap to get the letter.



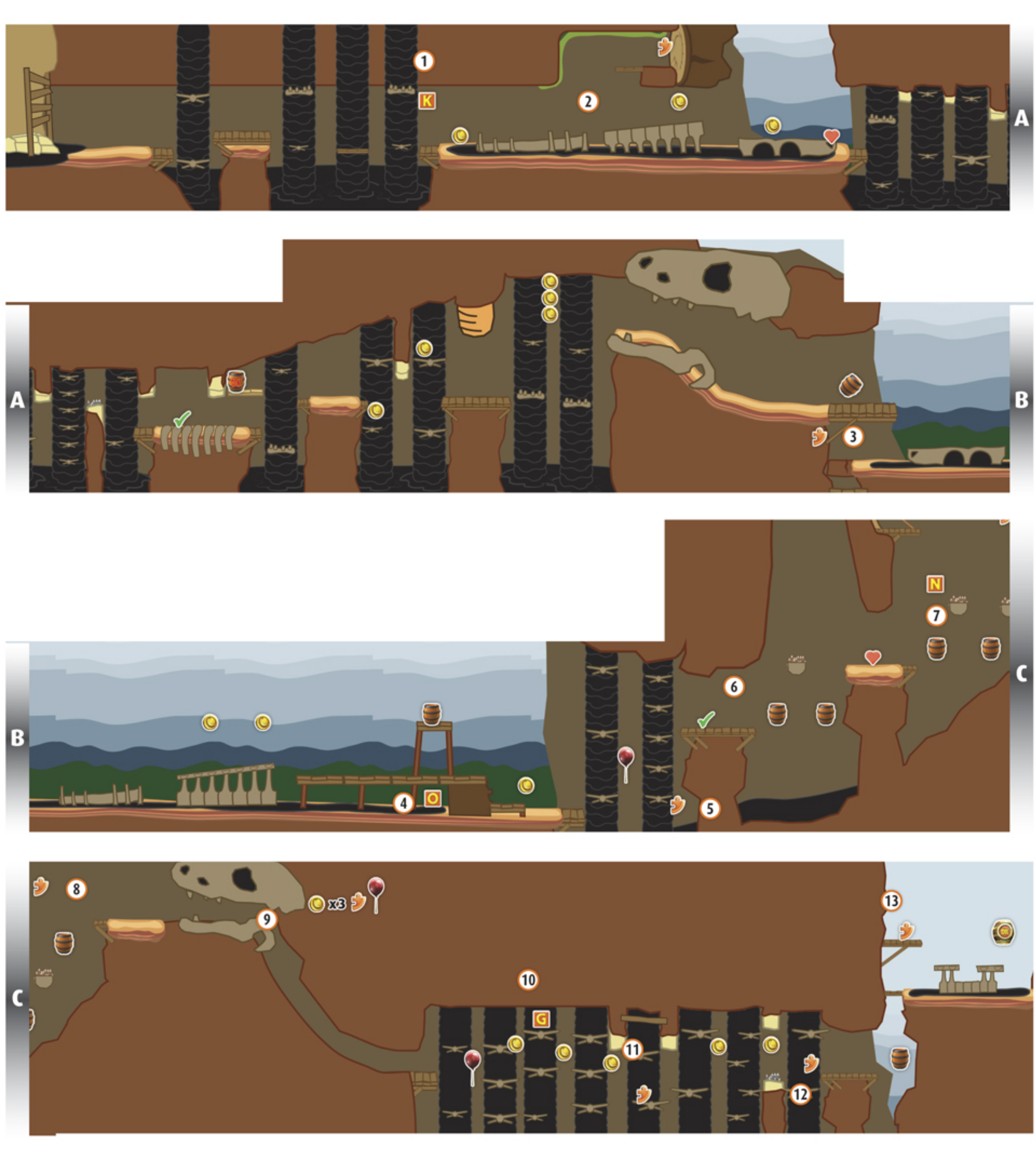
⑧ You drop into a large eggshell and start rolling through the level inside of it. Pick up the Puzzle Piece you roll past by jumping up and getting it as you keep moving.

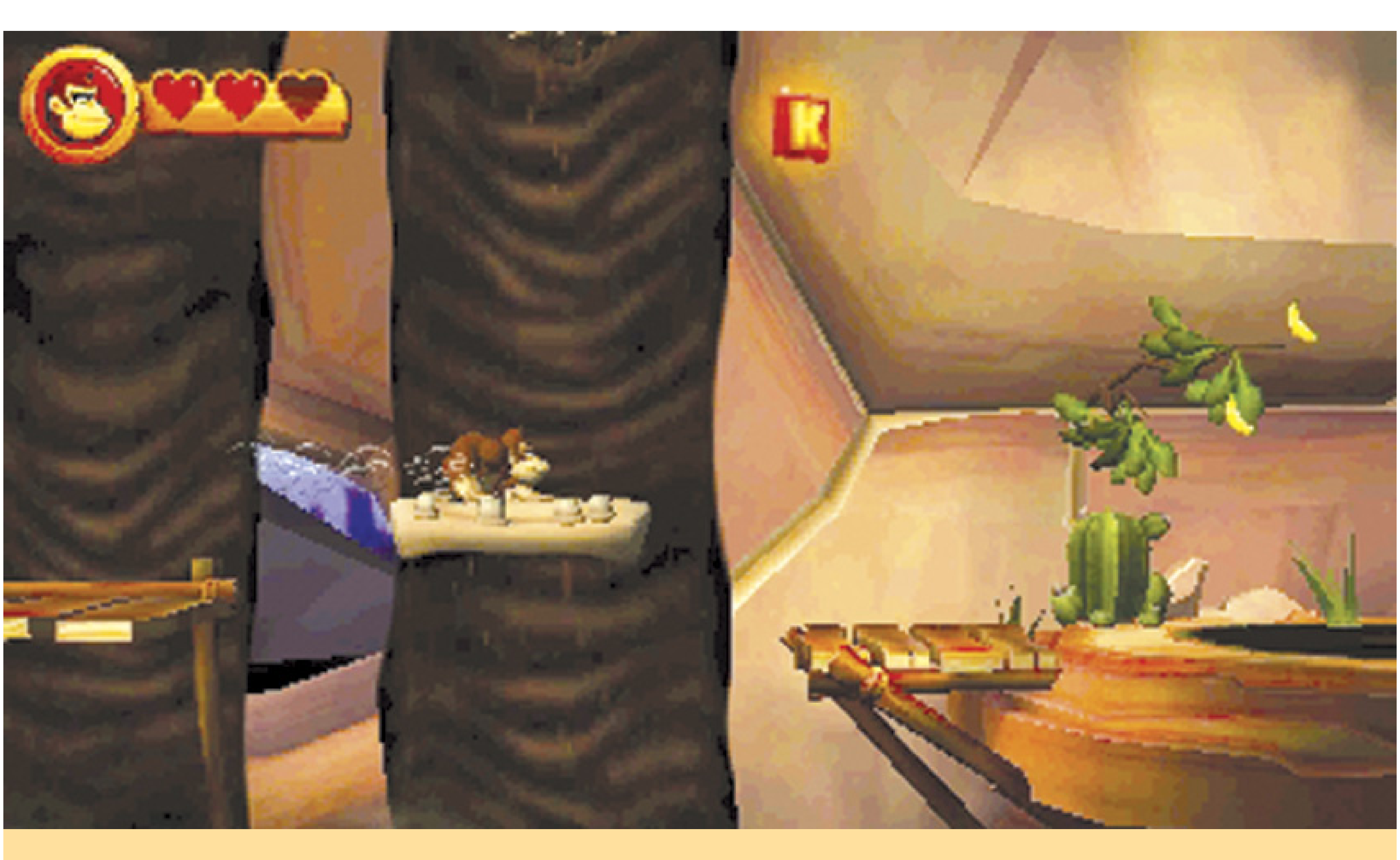


⑨ When you reach the Slot-Machine Barrel, pound the cactus to the right first to get the last Puzzle Piece. Then hit the Slot-Machine Barrel to complete the level.

World 6

Sticky Situation

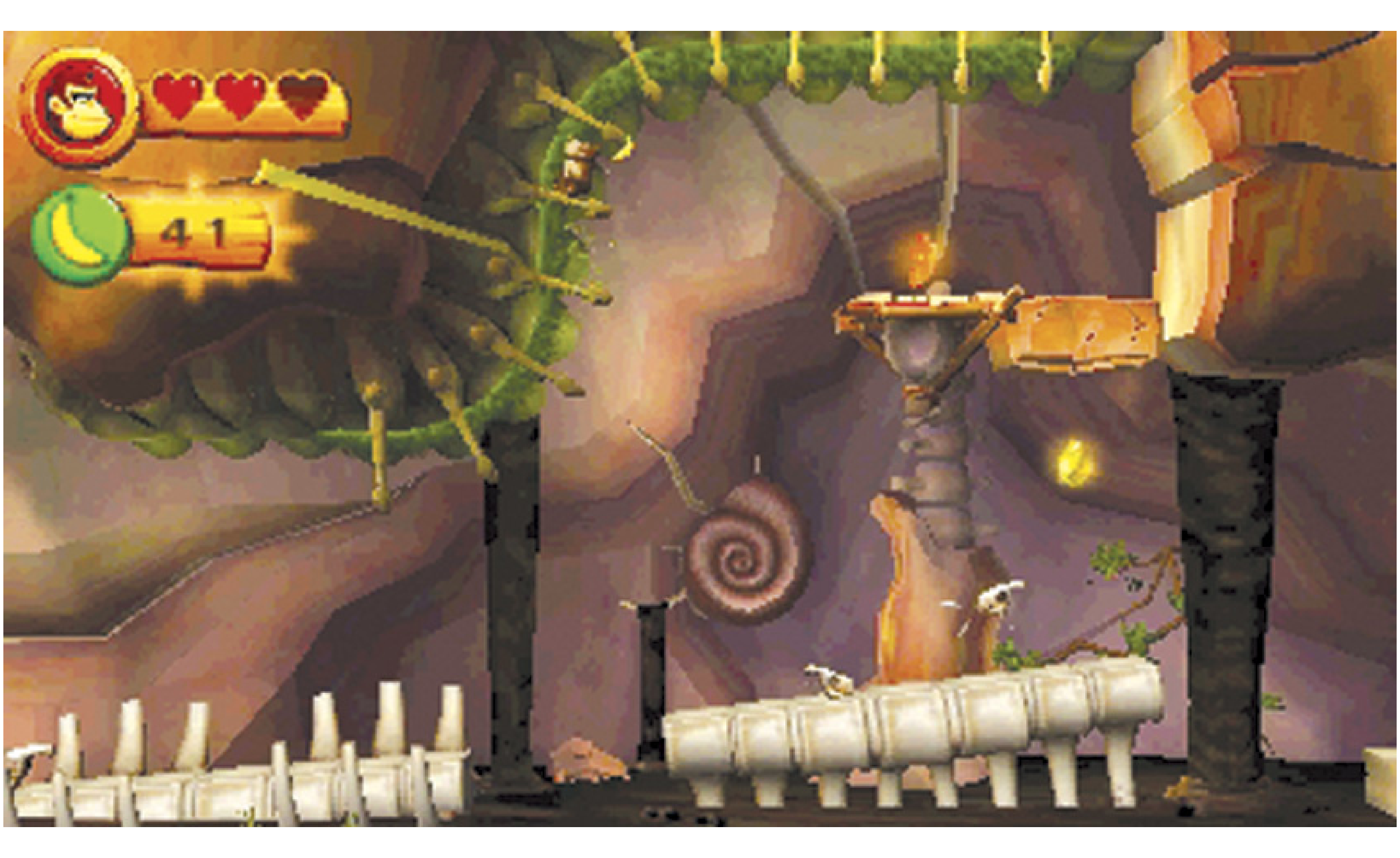




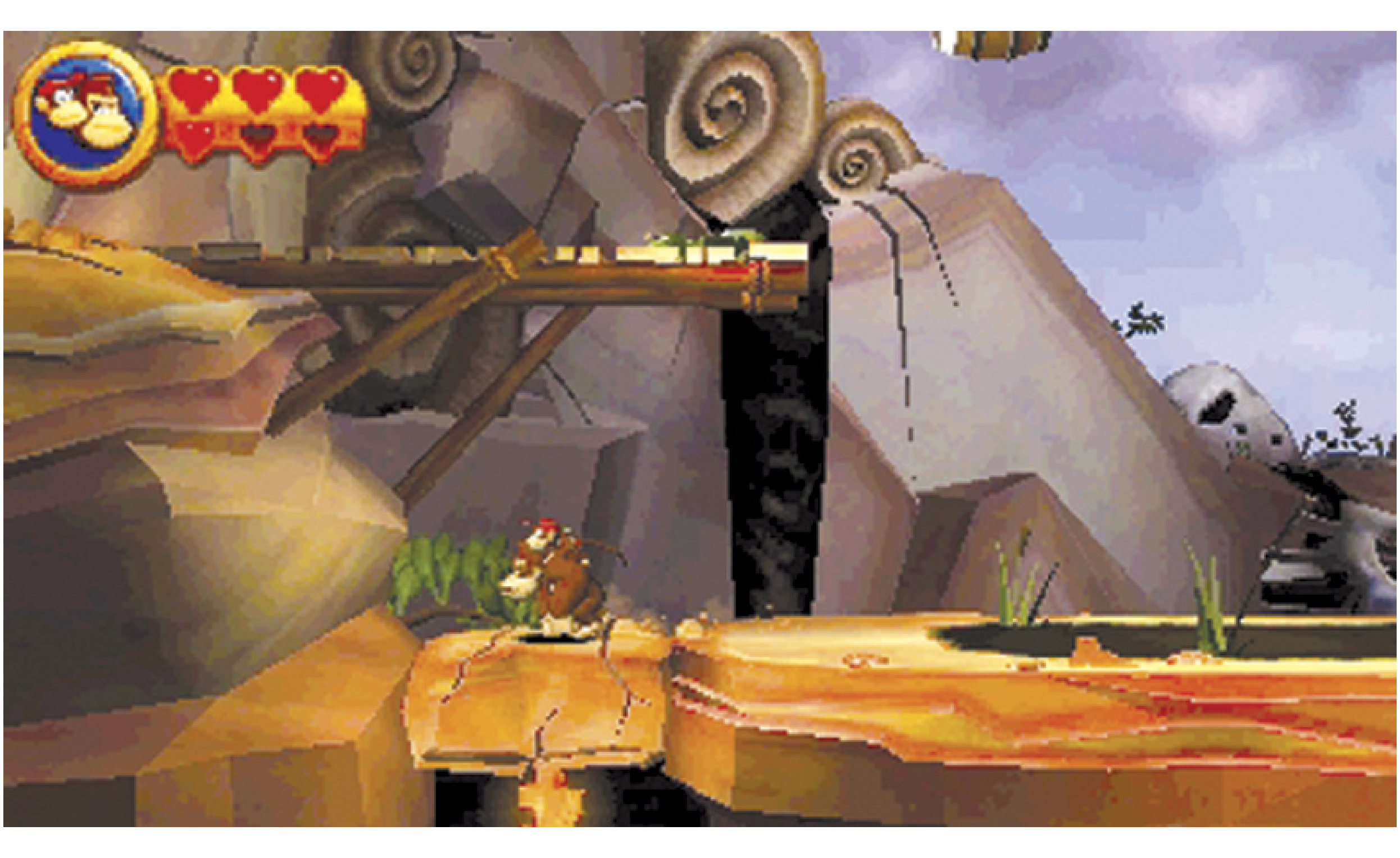
① K This level features several tar waterfalls. These falls have small platforms made up of bone that move down the falls at different rates of speed. Get across the first set of tar falls and jump up to get the K KONG letter.

Tip

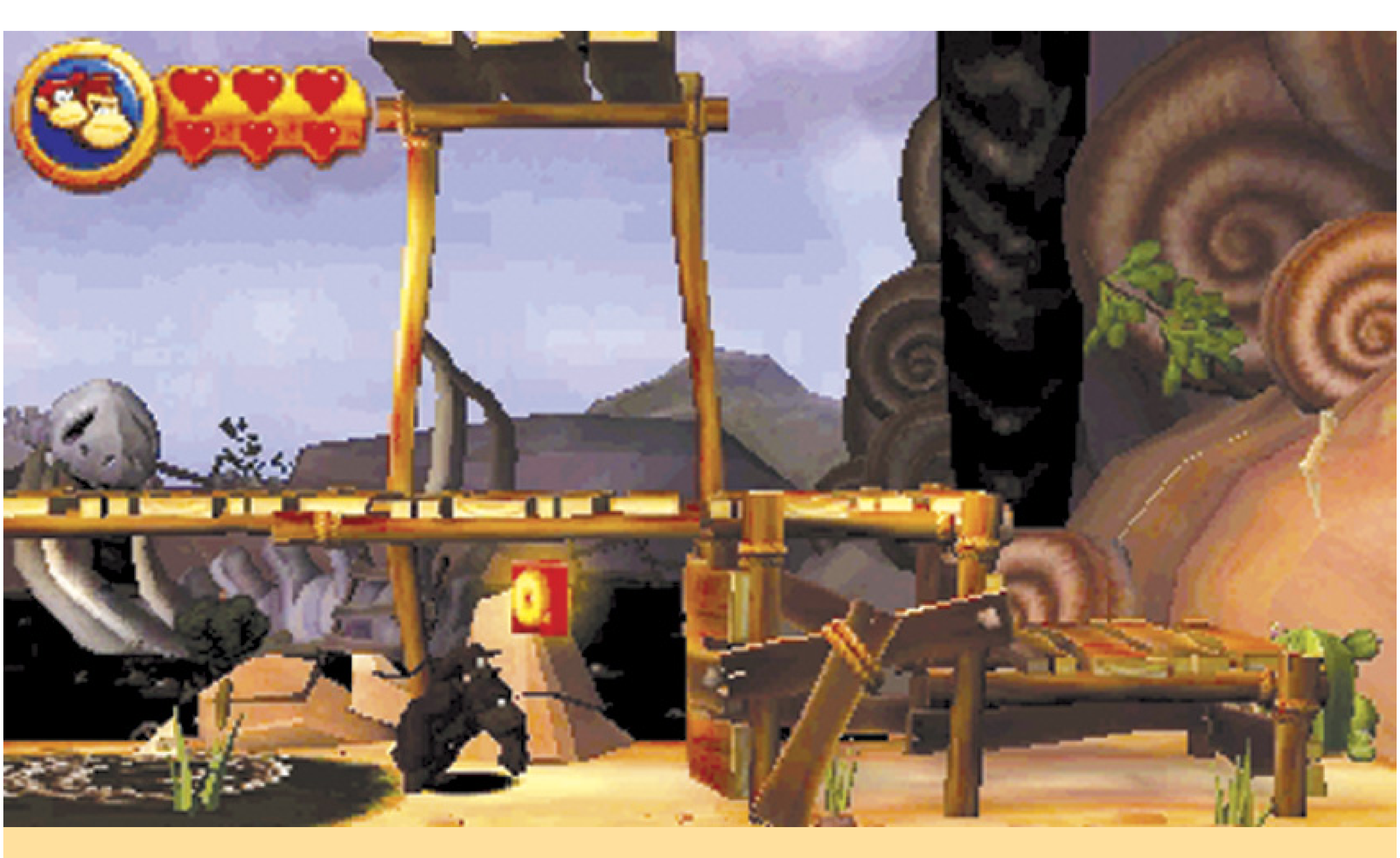
If you fall into a tar pit, jump out of it and then pound the ground to knock off the tar. While you are covered in tar, you can't jump much.



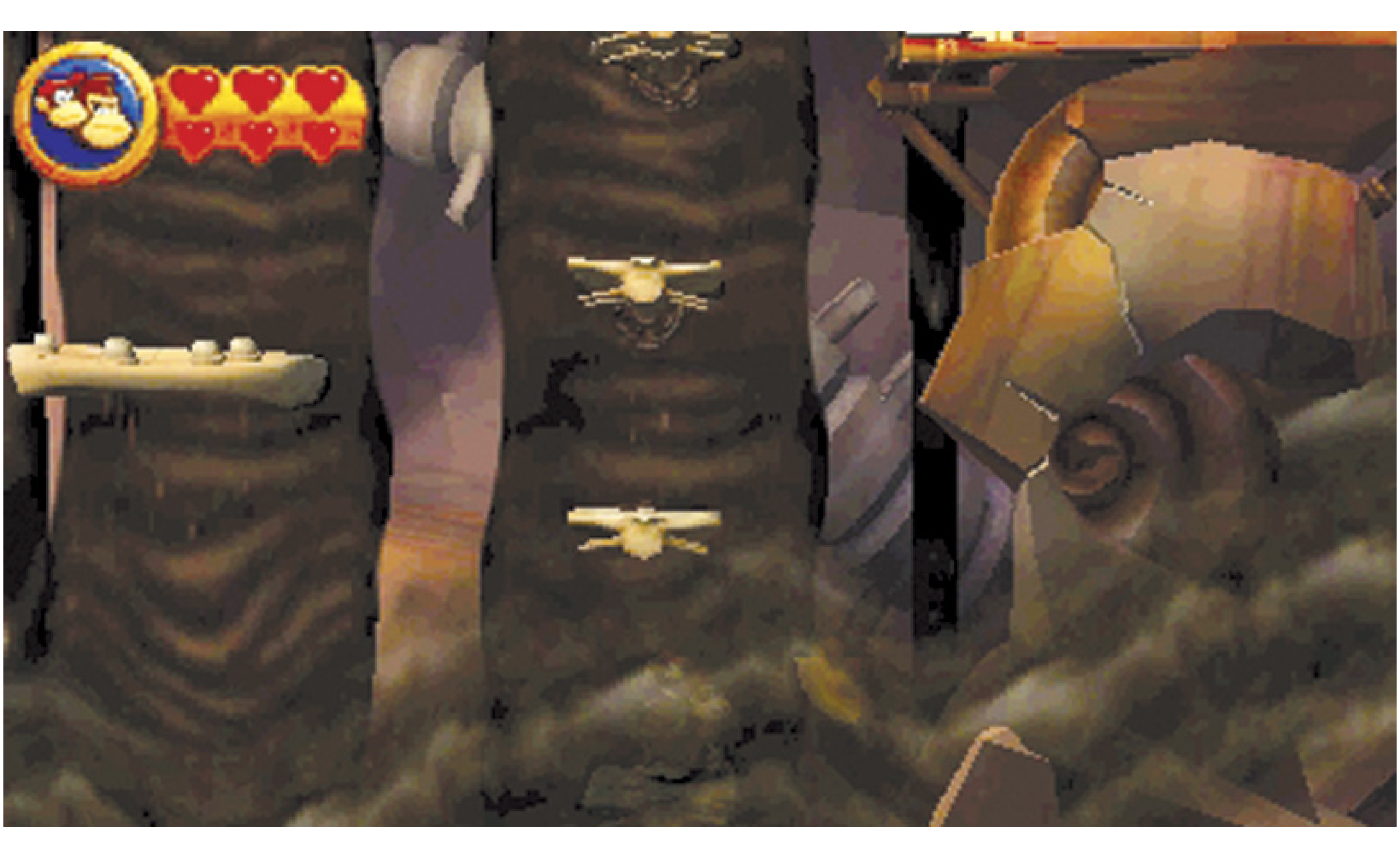
② When you come to three platforms floating on a pool of tar, move to the second one and clear it out. Move to the far right side so the platform tips in that direction, then run to the left. Jump up at the end so you can grab on to a grassy layer above. Climb along this to the right to find a hidden area with a Puzzle Piece.



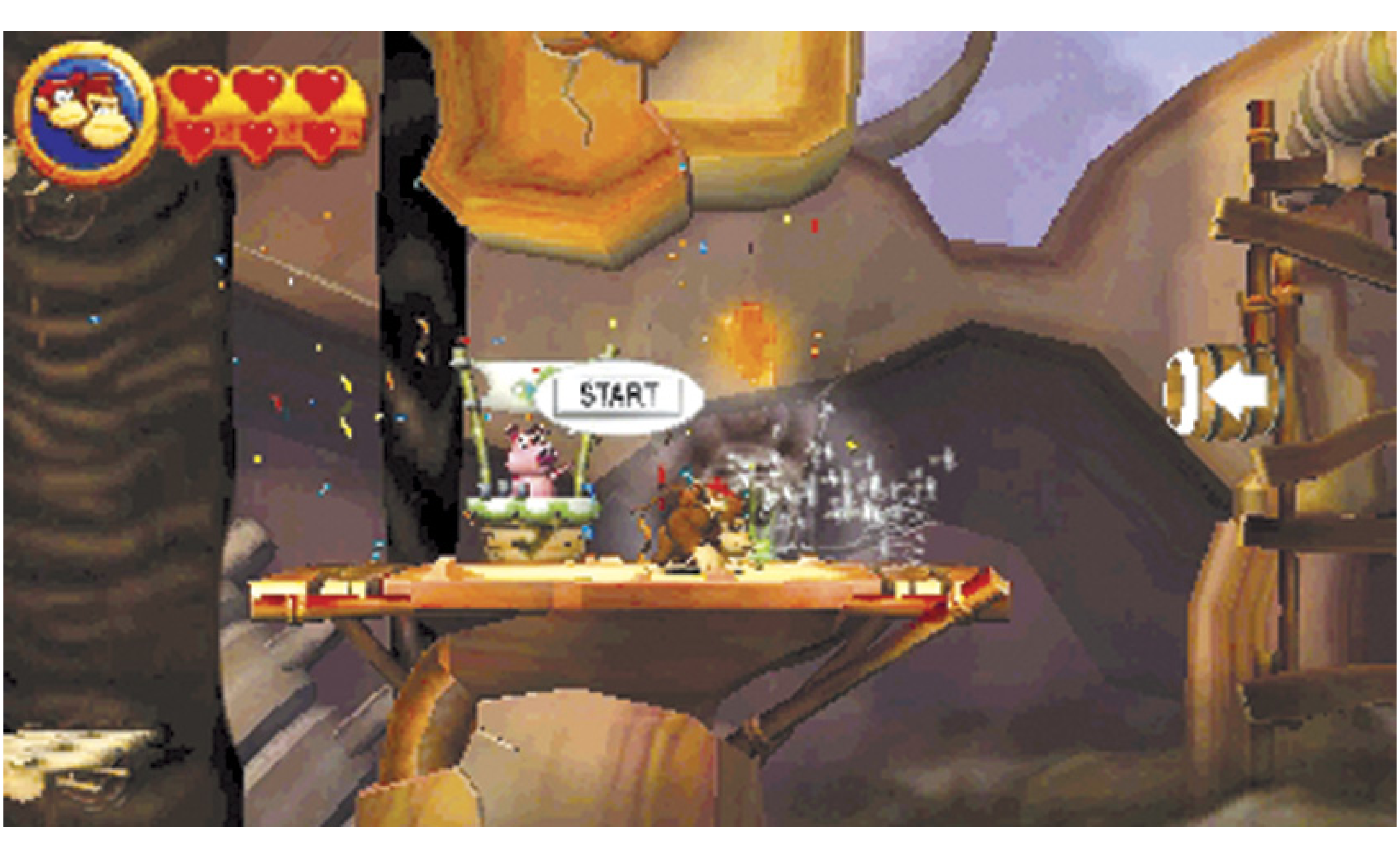
③ When you reach a ledge with a barrel off to the right, just drop off the ledge rather than jumping into the barrel. Ground pound the cracked stone to drop down and get a Puzzle Piece. Then head across a tar pit and jump onto a bone platform. Pound off the tar before continuing to the right.



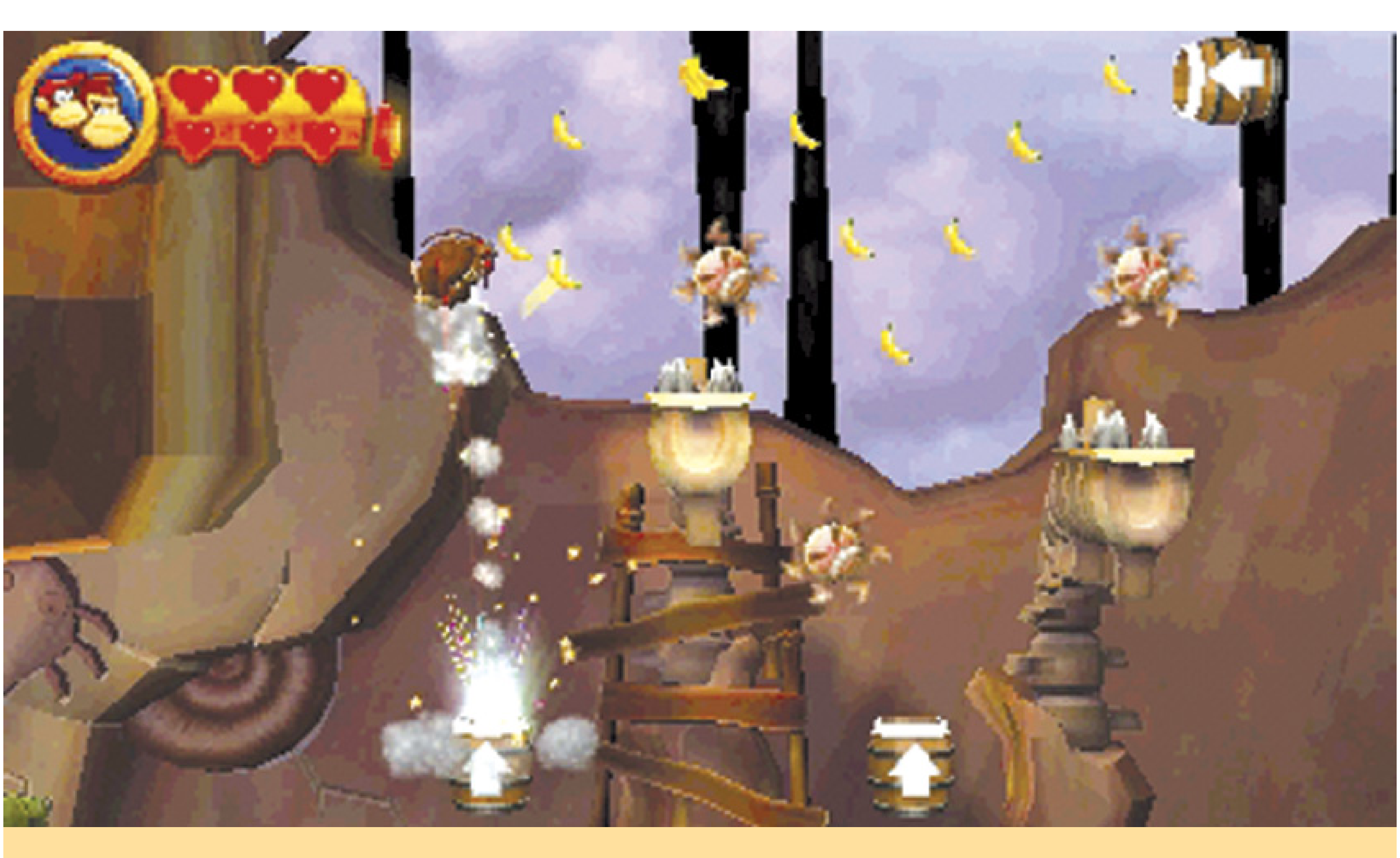
④ O The O KONG letter is located under a platform. Drop off the left side and jump through the tar pit to reach it. Pound off the tar and then jump onto the platform.



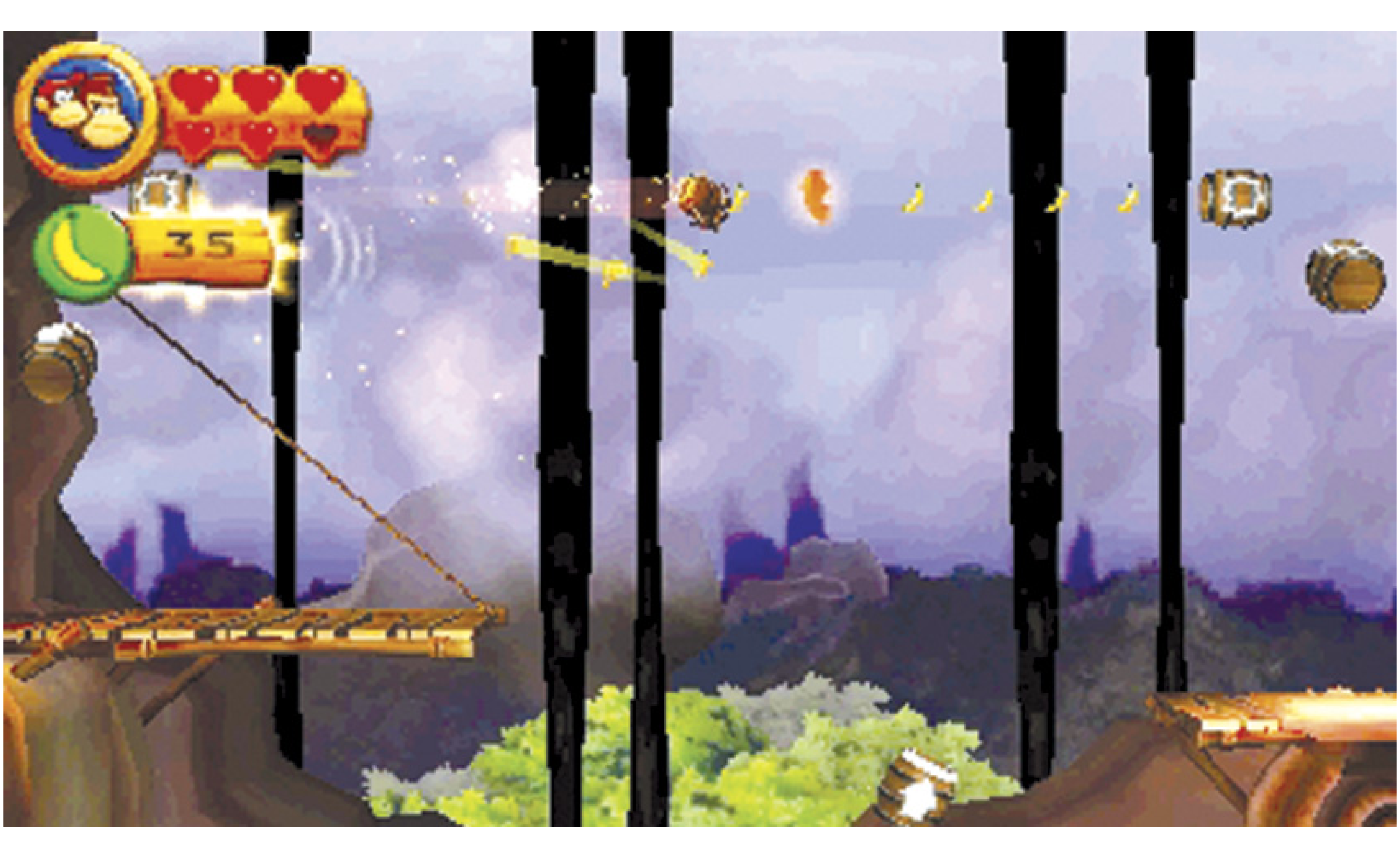
⑤ As you come to another set of tar falls, get a balloon and go right. Save your progress at the checkpoint. Next, move left and watch the tar fall right next to the checkpoint. Wait for a set of platforms to come down, and get on the lowest. Ride it down to get a Puzzle Piece and then quickly jump up the higher platforms to get back to the checkpoint.



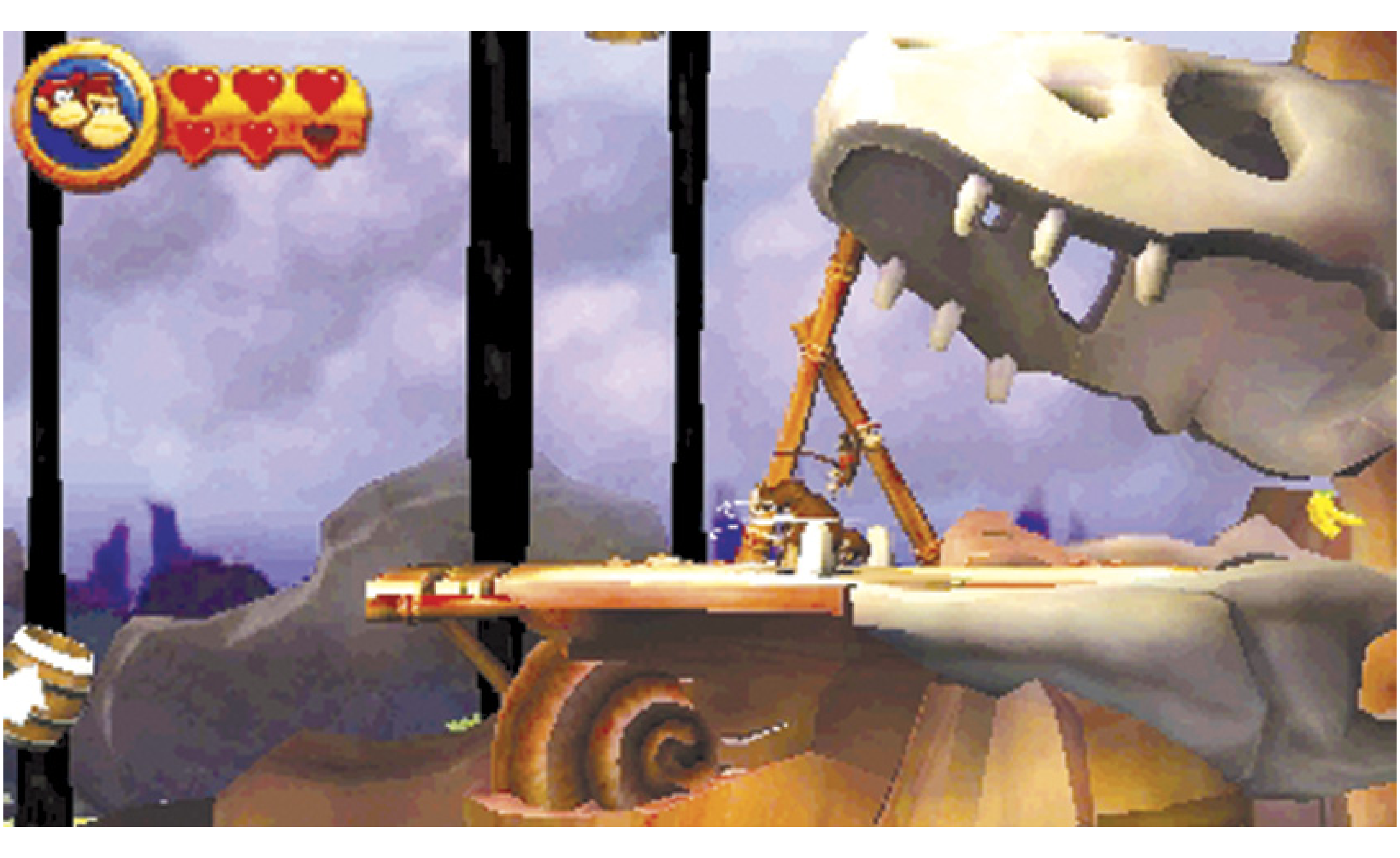
⑥ Just to the checkpoint's right, blow on the dandelion to get another Puzzle Piece. Jump into the nearby barrel and jump over some spikes to another barrel and then onto a platform.



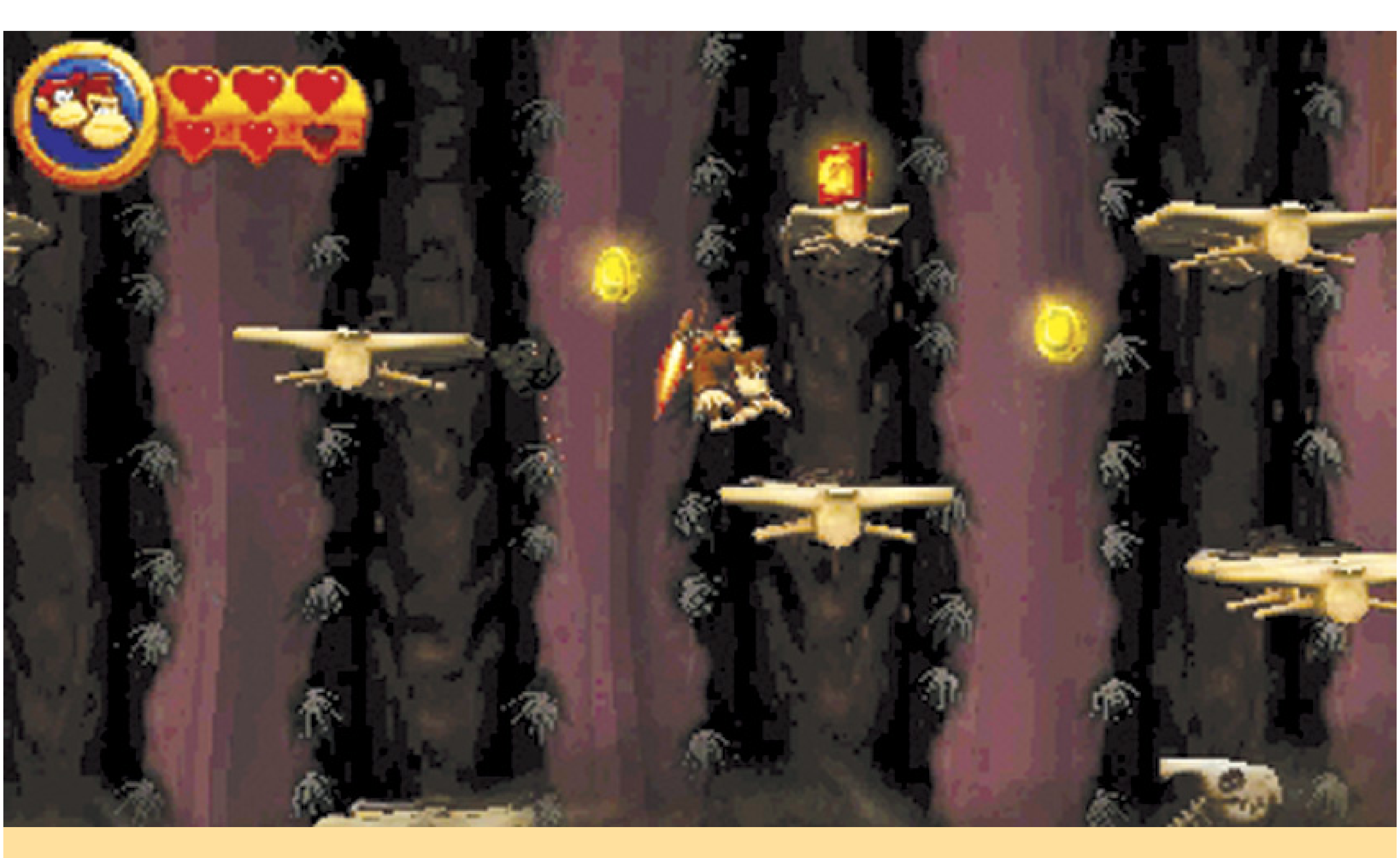
⑦ N Jump into a barrel. Instead of leaping right to reach another barrel, go left and grab the N KONG letter and land back on the platform. Now make your way through some barrels while avoiding Tiki Zings.



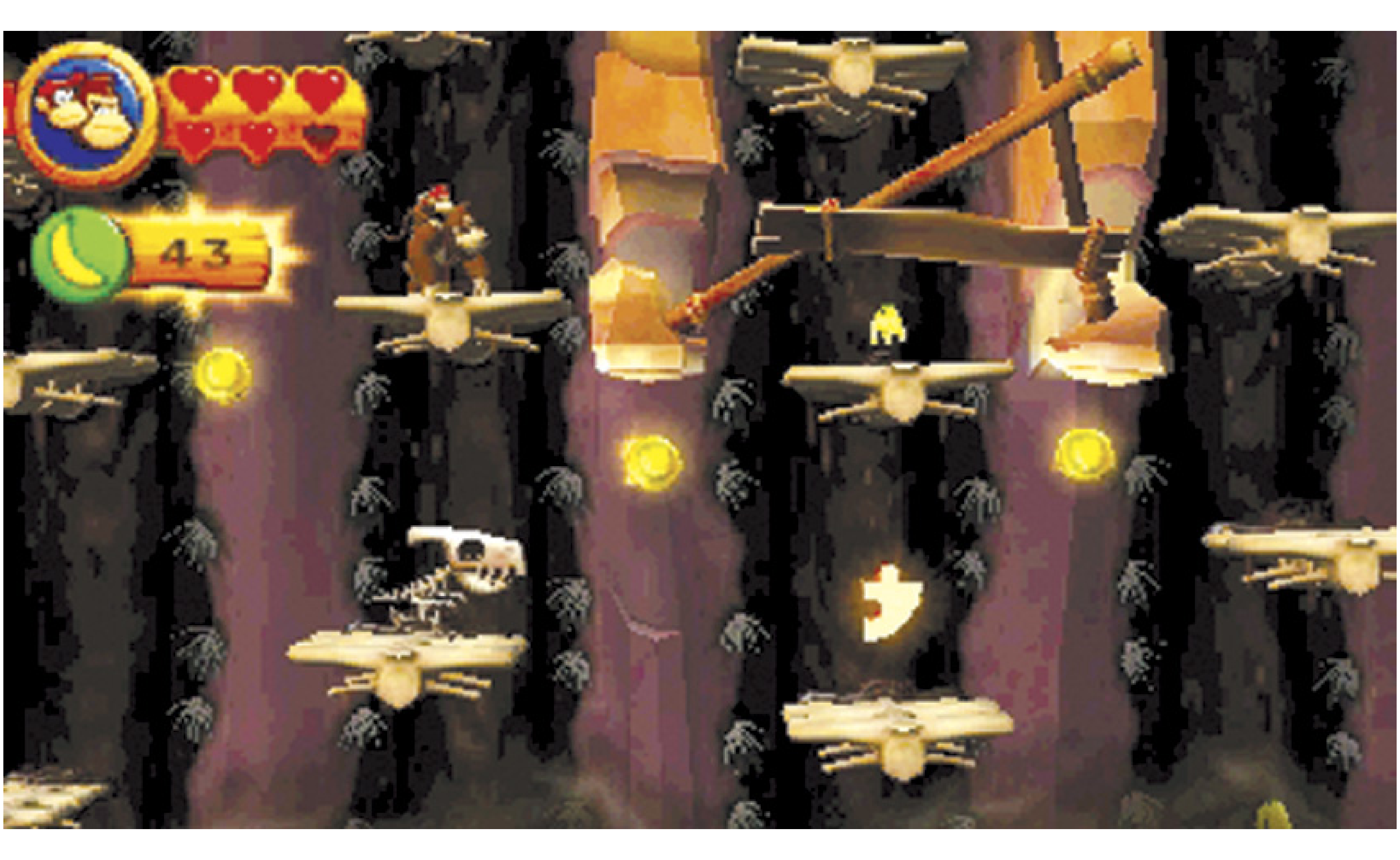
⑧ When you reach the top where a giant skull is located, run left and hover-jump off the edge to get to a platform on the left where you will find another Puzzle Piece.



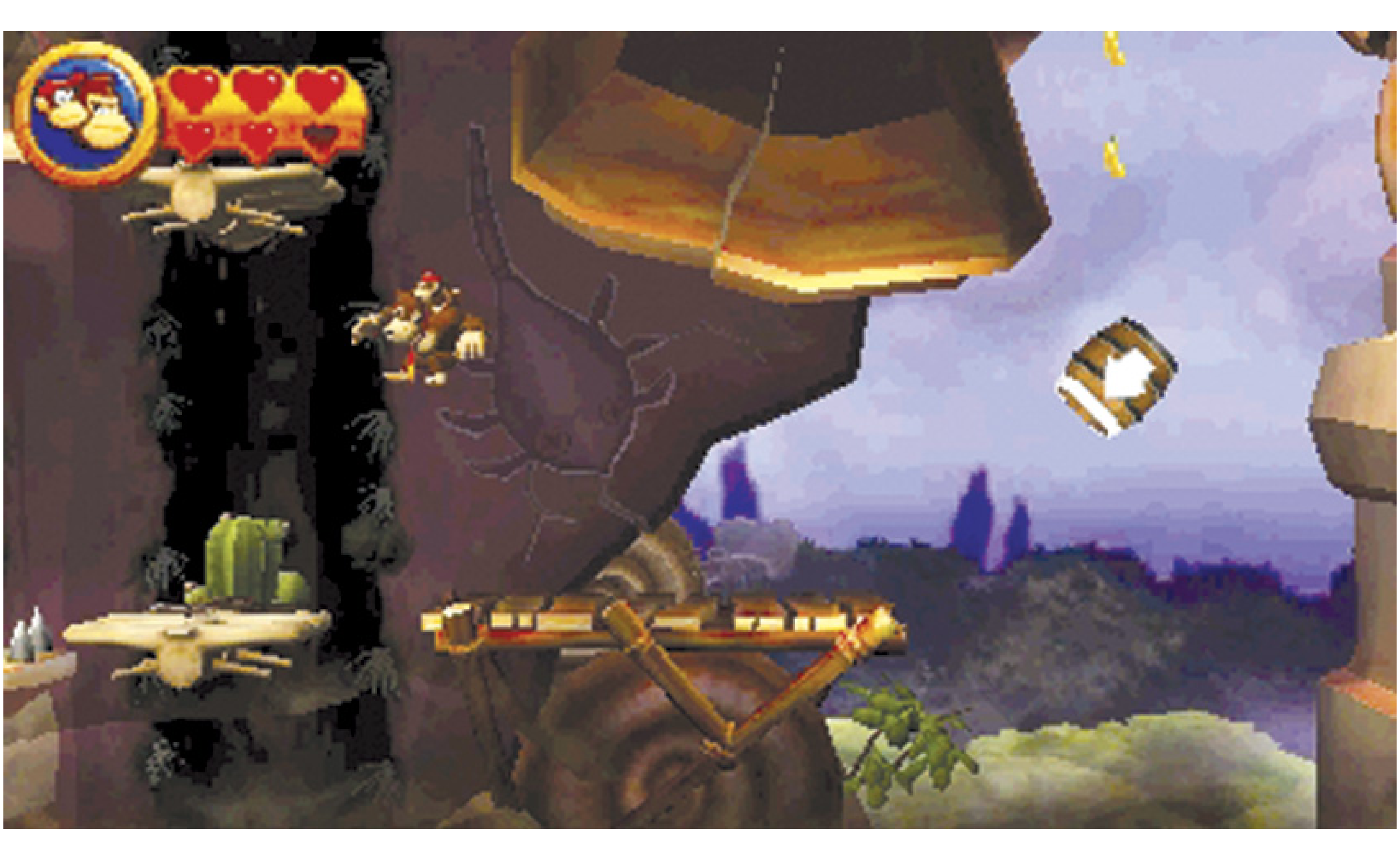
⑨ Back at the giant skull, run to the right and jump up to enter a cave with a zebra in it. There is a bonus area here where you can collect coins, a balloon, and lots of bananas. Get them all and you will receive a Puzzle Piece.



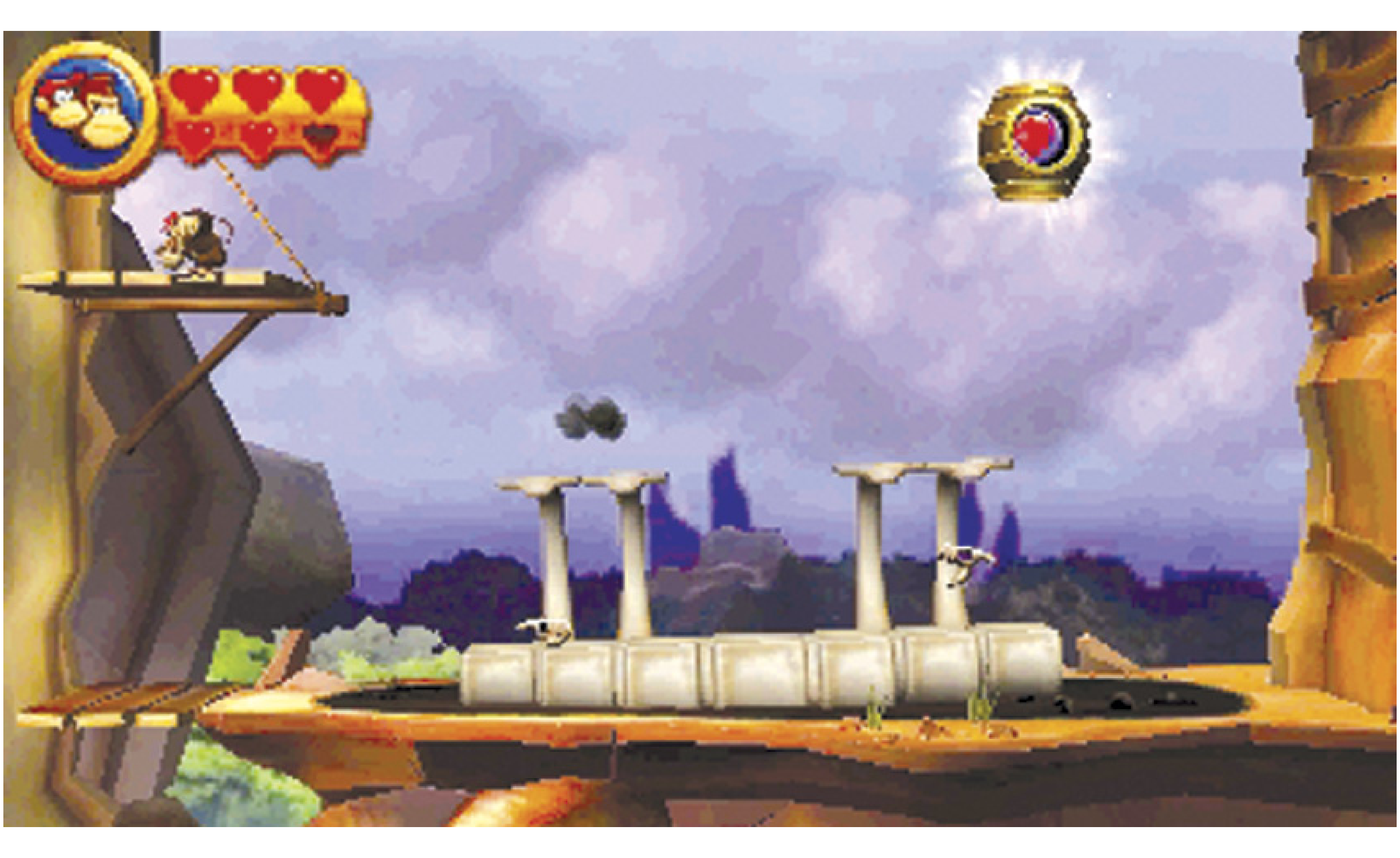
⑩ G After sliding down from the giant skull, race out onto the platforms of the tar falls to get a balloon. You must move quickly to get the G KONG letter. Keep jumping up on the platforms so you don't drop to the bottom of the screen.



⑪ After getting the G KONG letter, watch the falls between two rock formations. A Puzzle Piece will come down this. Quickly get it and make your way to the right.



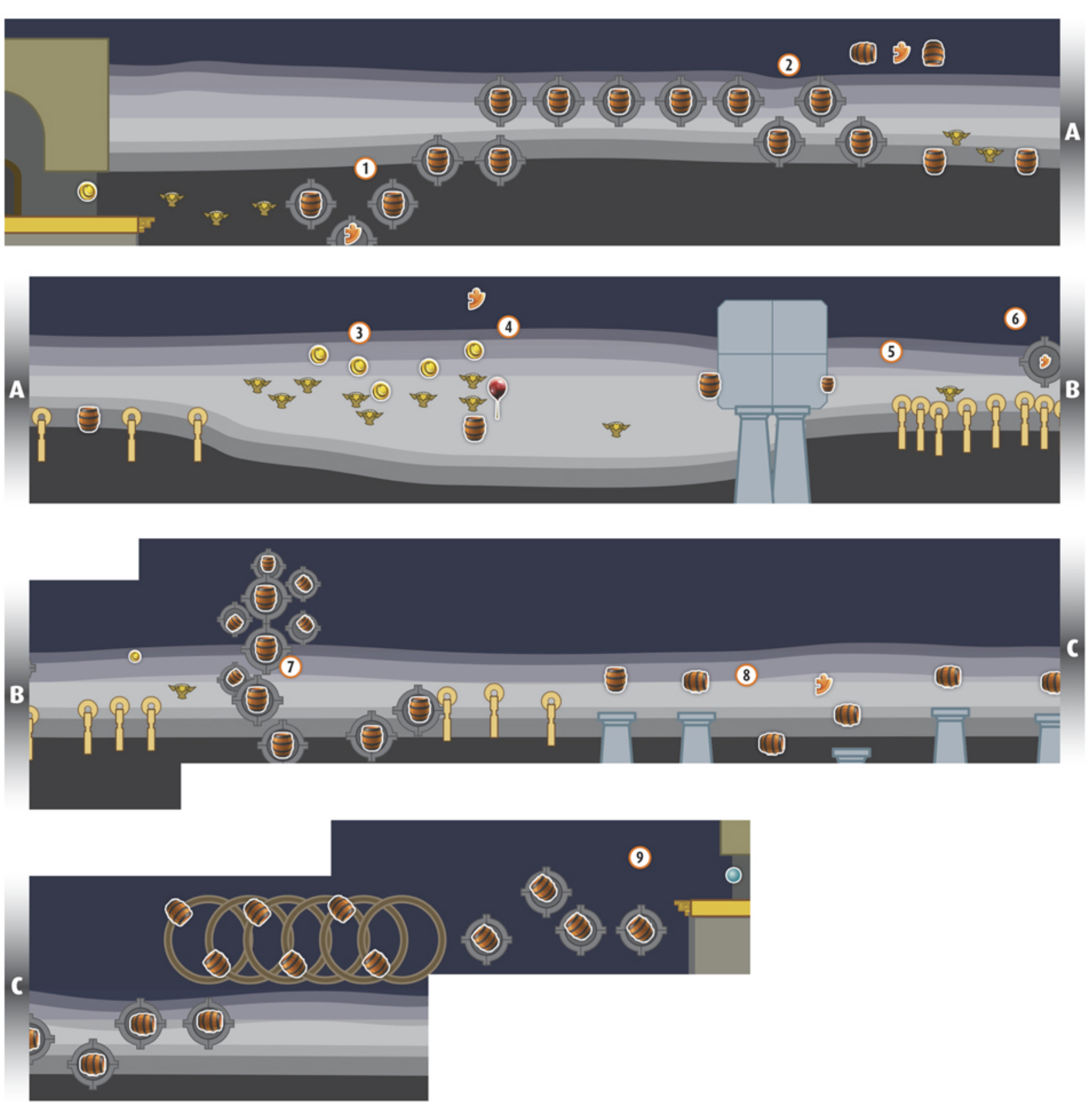
⑫ When you reach the far right tar fall, jump up onto a platform with a cactus and quickly pound it to get a Puzzle Piece. Next, jump to the platform on the right and then on to a barrel to shoot yourself up to a higher area.

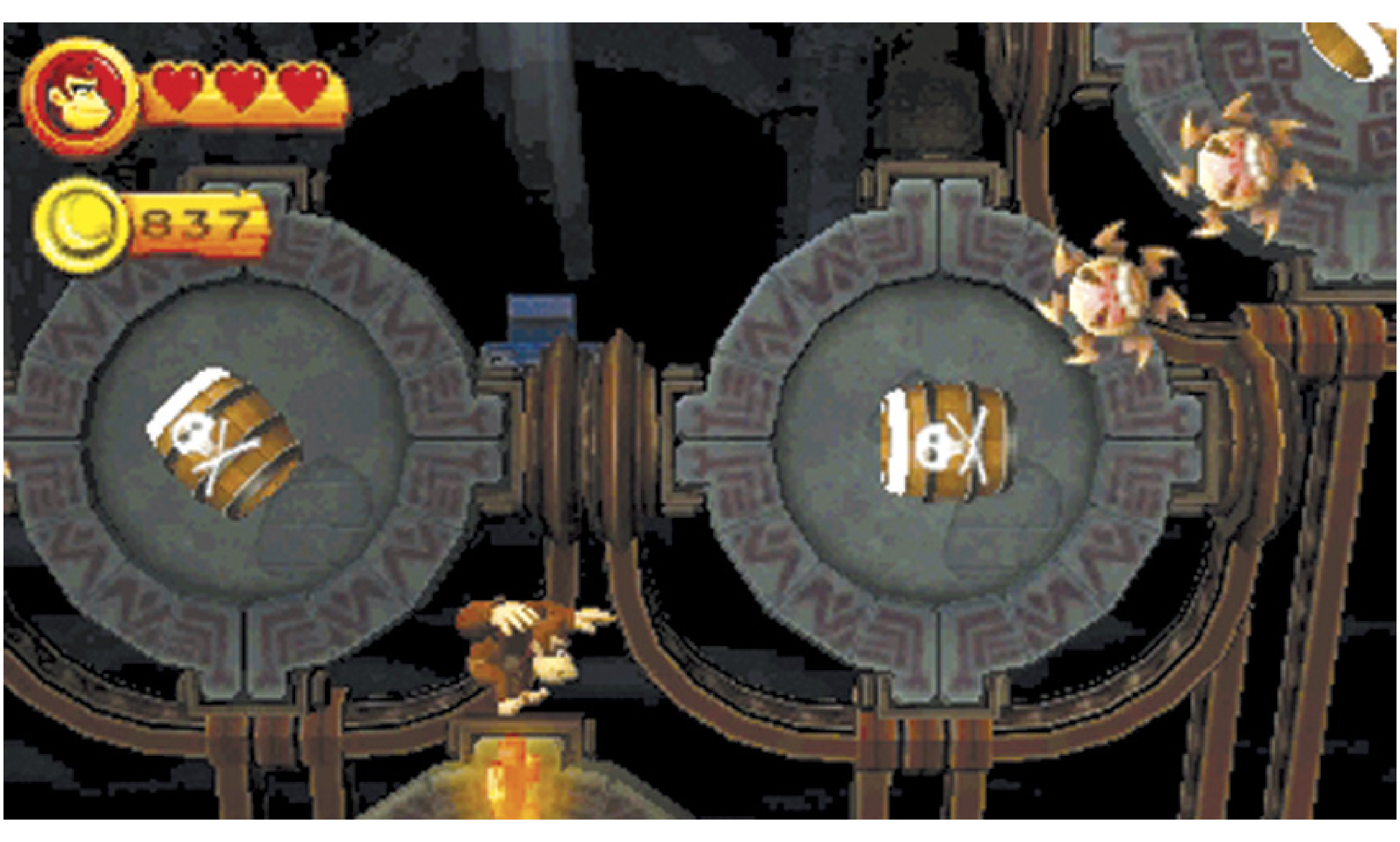


⑬ When you get up near the Slot-Machine Barrel, clear off the skulls from the bone platform so it can tip. Jump onto the far upper right side so it tips to the right. Then run to the left and jump to the platform up high to get the last Puzzle Piece. Finally, hit the Slot-Machine Barrel to complete the level.

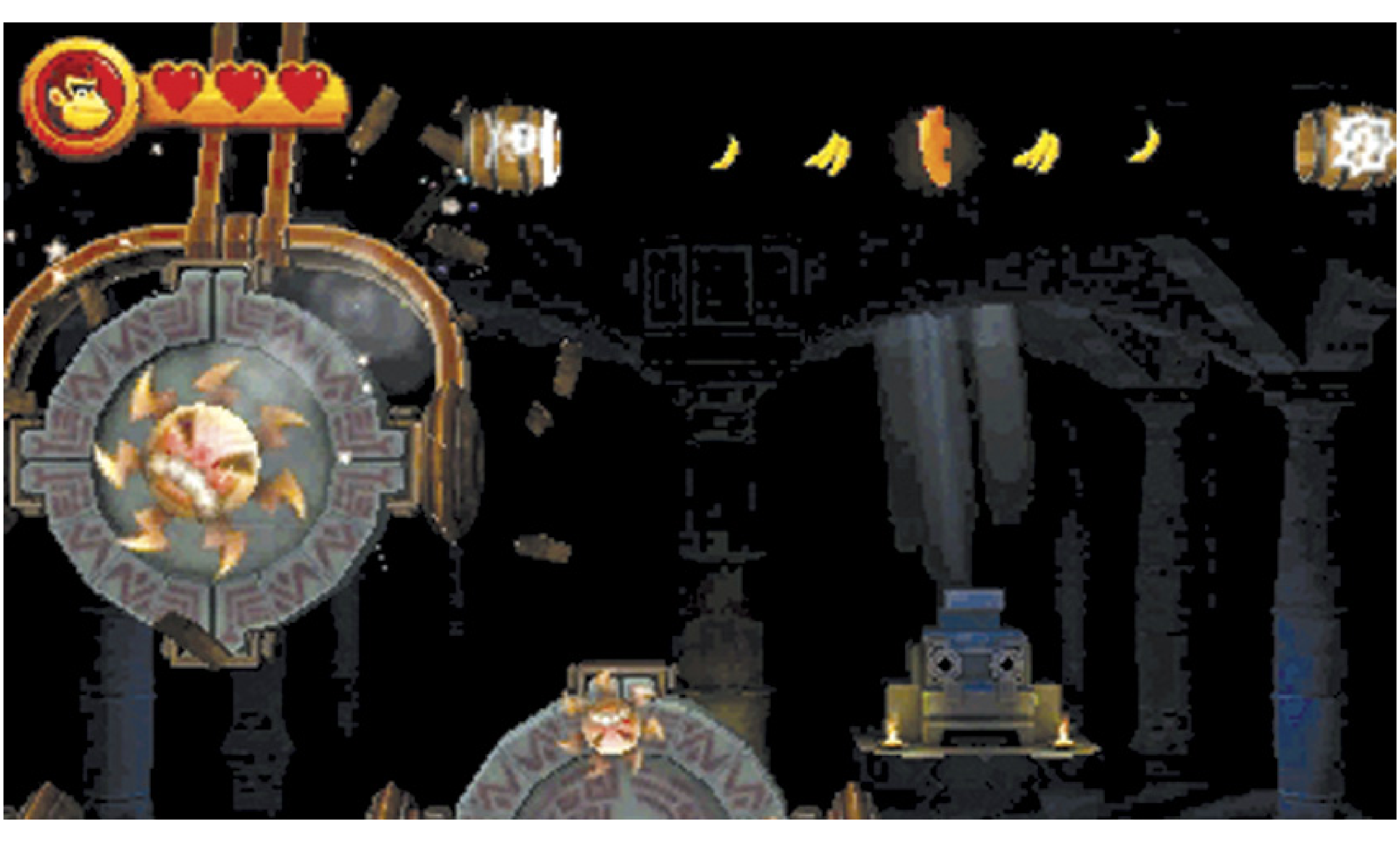
World 5

Blast 'n' Bounce

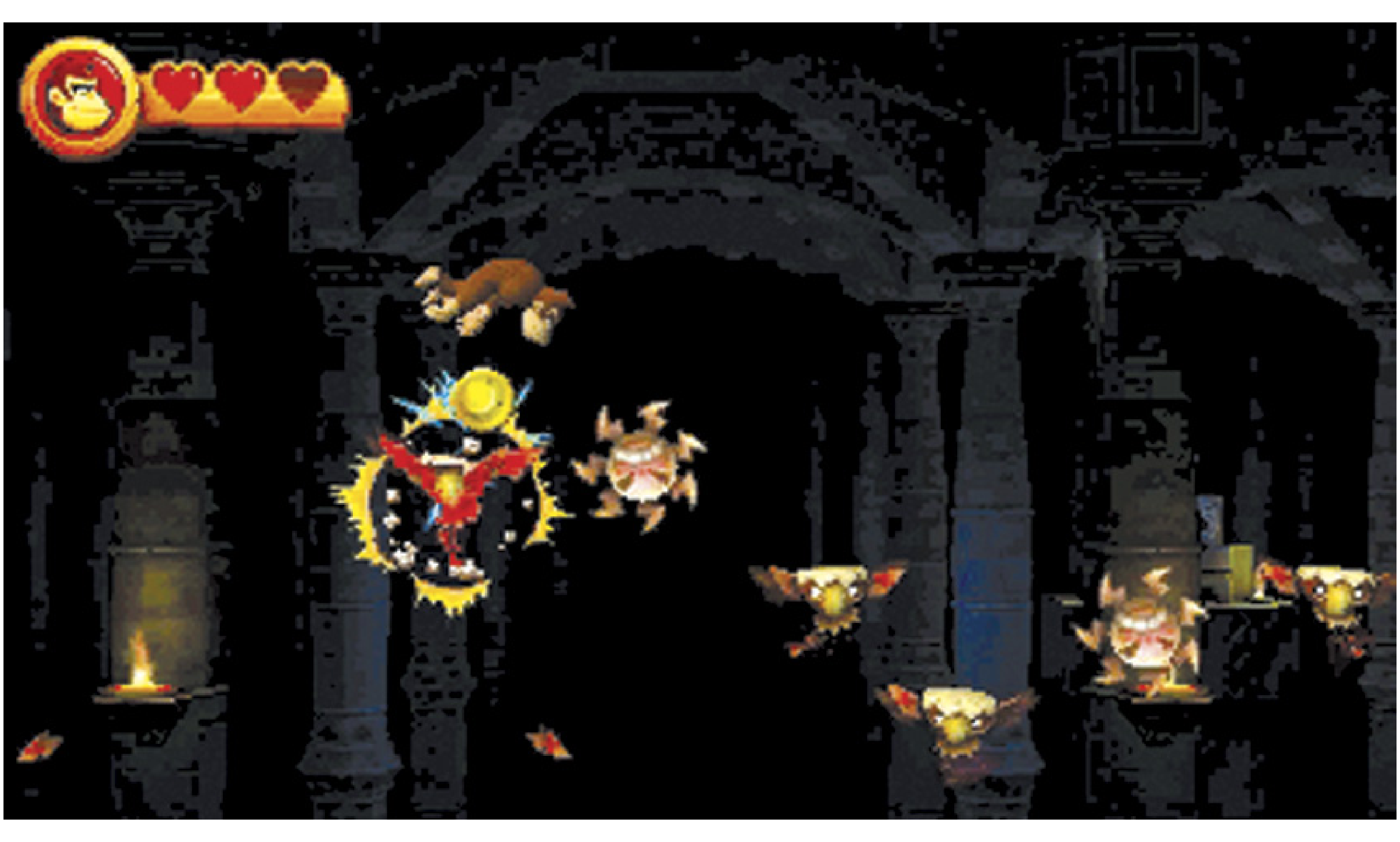




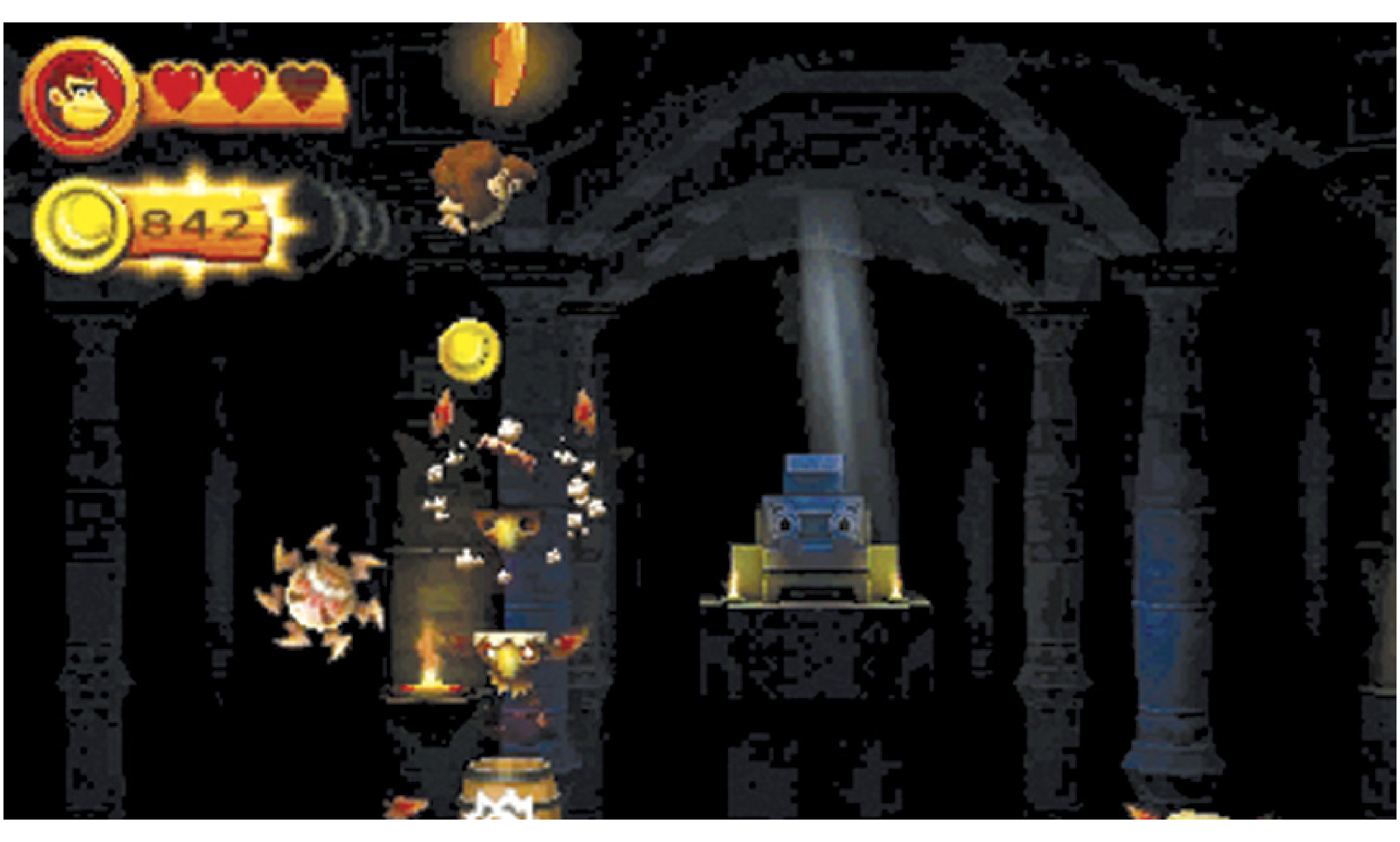
① As you leave the starting area, you must roll-jump and bounce off the first Tiki Buzz. Keep going quickly to the right to maintain the momentum of the roll so that you can jump right over the barrel to collect the first Puzzle Piece. Next, shoot yourself out of the barrel below it to continue. The roll-jump to get this Puzzle Piece takes careful timing. Also try bringing Diddy Kong along with you so you can hover-jump over the barrel.



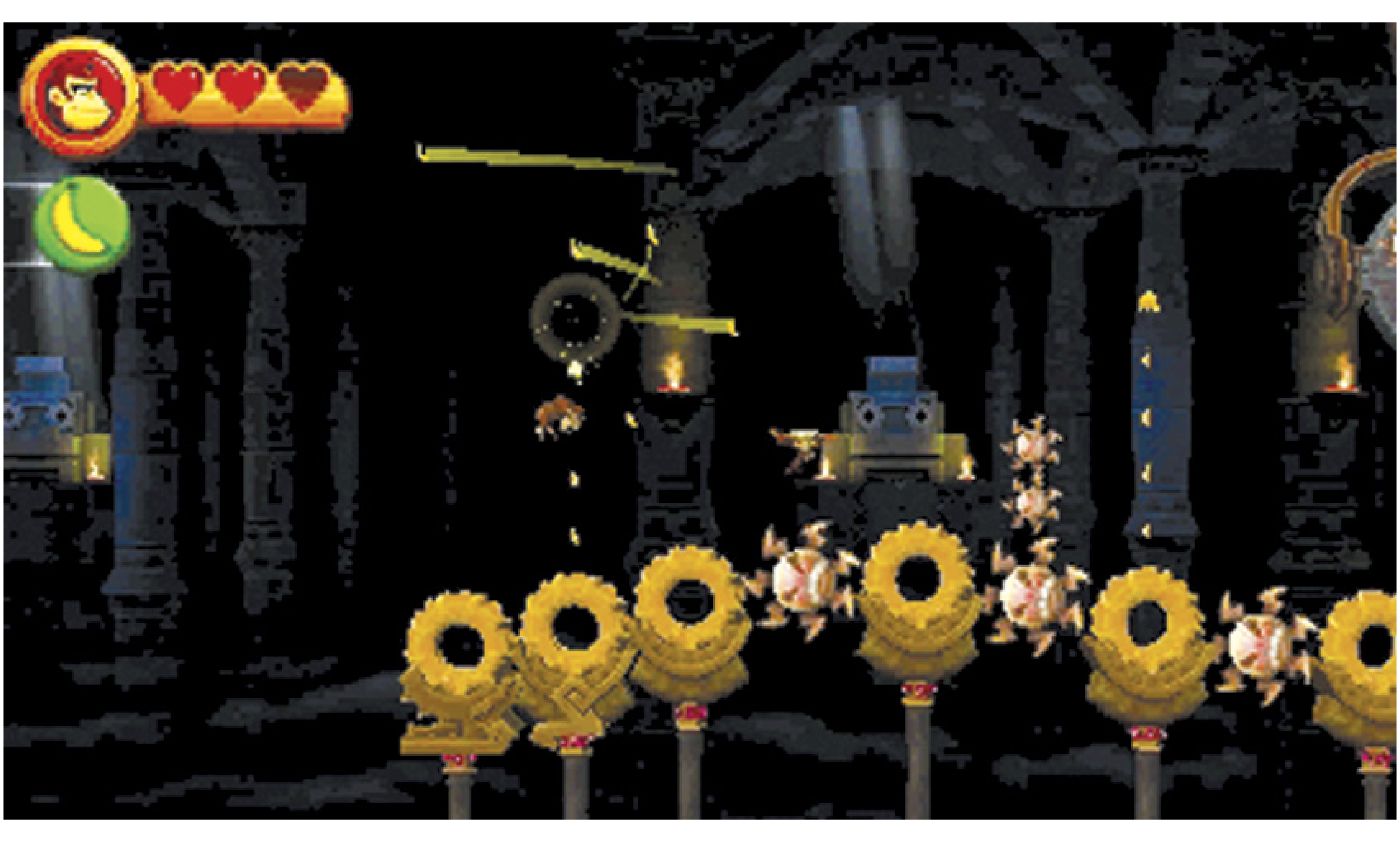
② As you get near the end of a section of barrels, there is one barrel that rotates around a Tiki Zing. It stops at different points as it moves. Shoot out of it up and to the right rather than down and right to the next barrel. As you fly through the air, grab a Puzzle Piece.



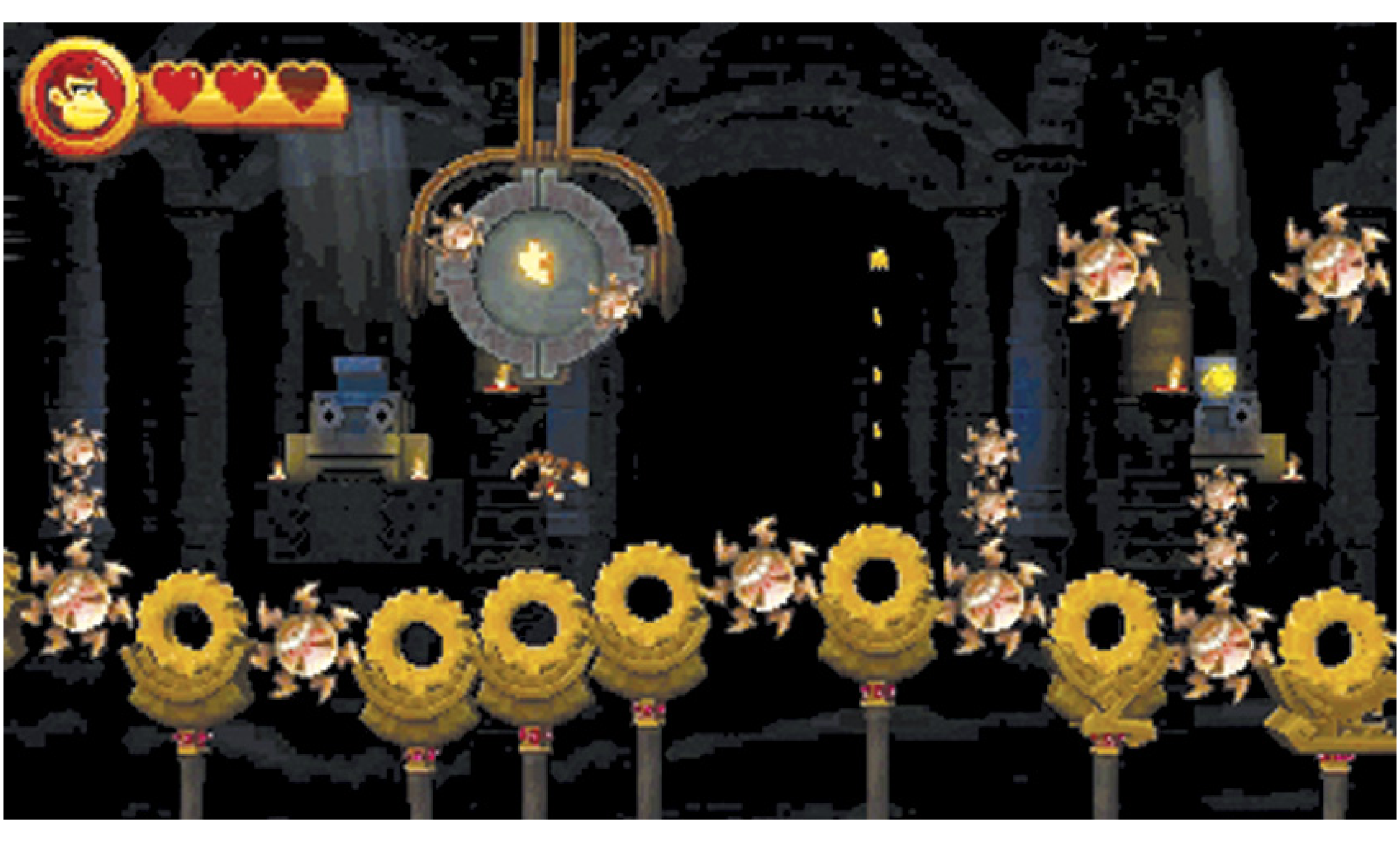
③ After jumping over Tiki Zings, you must cross an area without any platforms. Do this by jumping on top of Tiki Buzzes. Be sure to hit everyone along the way so you can collect several coins here.



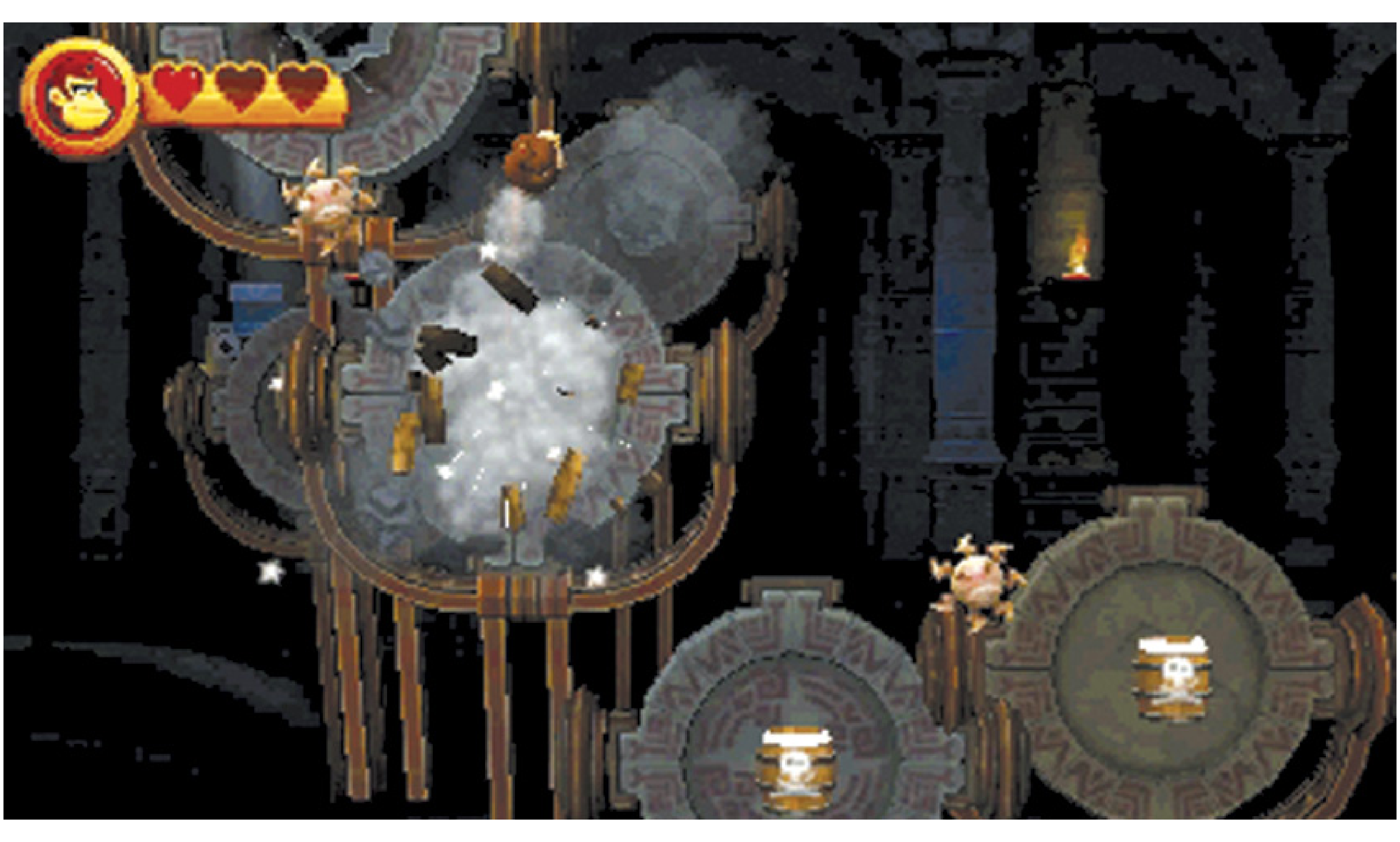
④ When you reach the end of the line of Tiki Buzzes, jump onto the highest one. Press the jump button as soon as you hit it so you can jump high enough to get the Puzzle Piece.



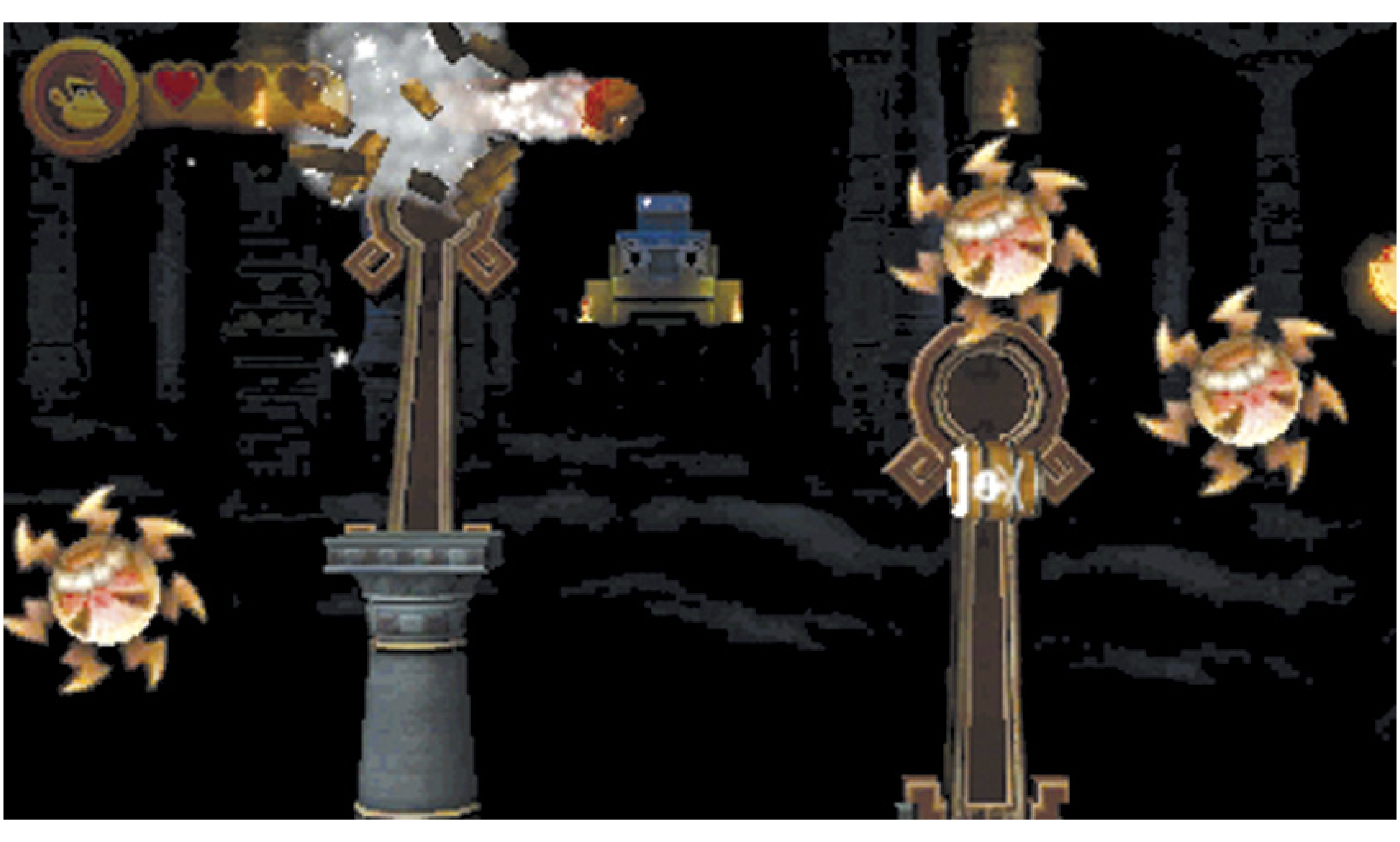
⑤ A barrel will shoot you to the background part of the level. Here you must jump off of golden tires to get over Tiki Zings. This is a bit difficult, because both the tires and the Tiki Zings are moving up and down. There is no rush here, so take your time and make good jumps.



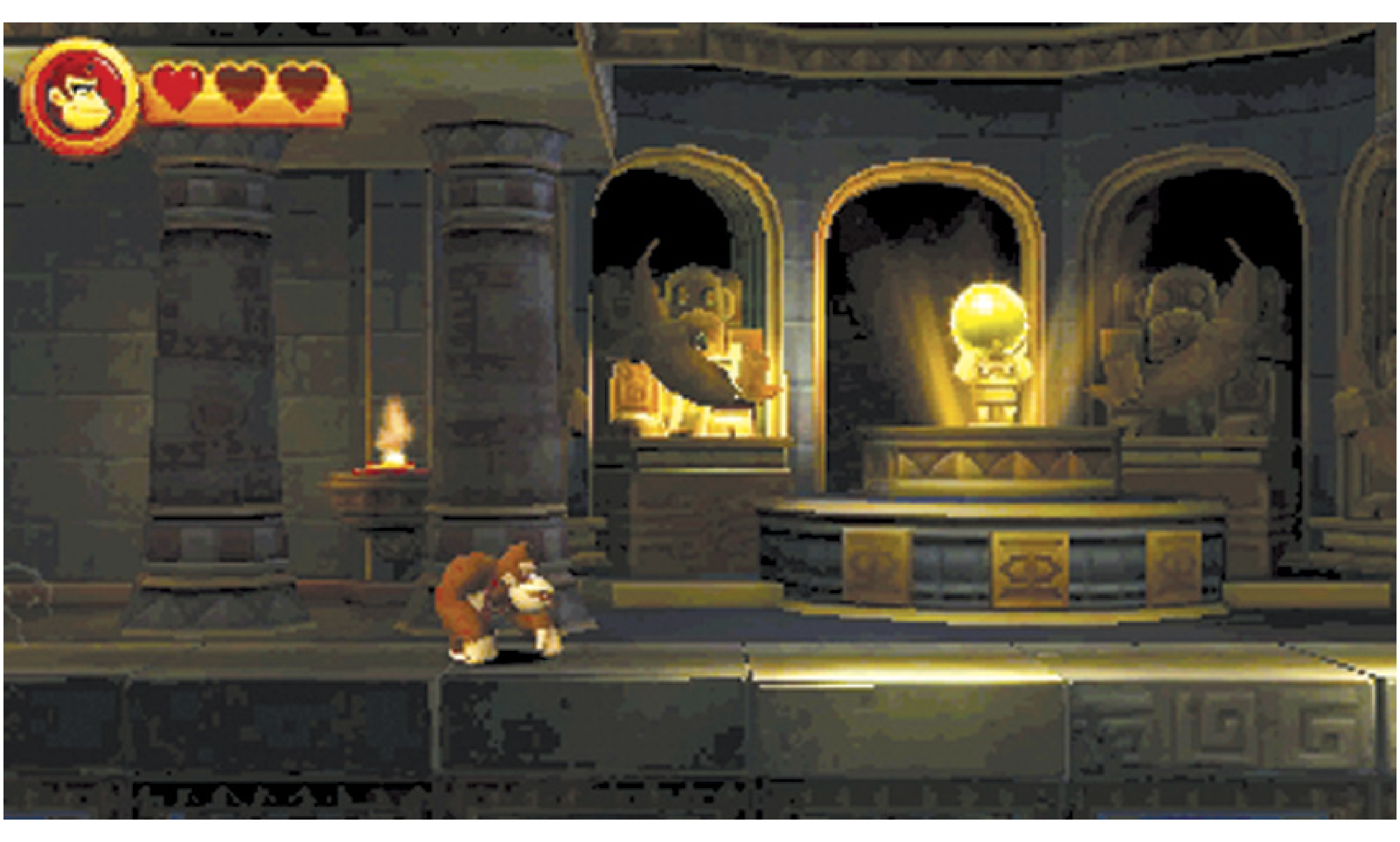
⑥ In the middle of this background area, you need to collect a Puzzle Piece. It is located up high over some golden tires. Two Tiki Zings orbit around the Puzzle Piece, so you must time your jump to get high enough and avoid the Tiki Zings in the process.



⑦ After shooting back to the main part of the level, you have to shoot out of barrels. As you shoot up, move left or right in the air so you can drop into a barrel below. In addition, you have to dodge Tiki Zings that move back and forth over the barrels.



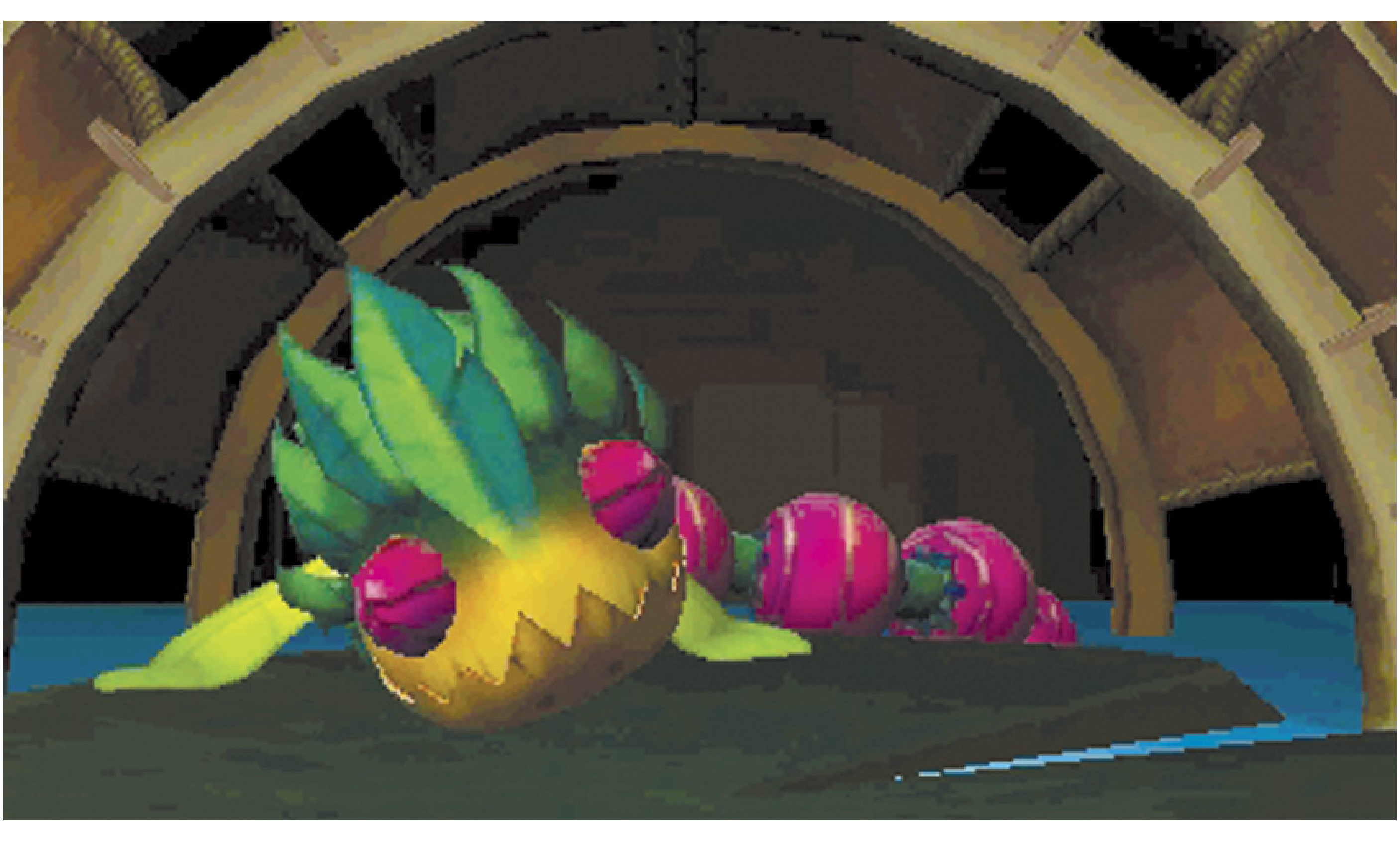
⑧ Here you shoot out of moving barrels and land in another one. When you reach this barrel and can see the Puzzle Piece to the right, shoot out at the top of the barrel's movement. This will let you fly over a couple Tiki Zings and get the Puzzle Piece while in the air. You will then drop into another barrel.



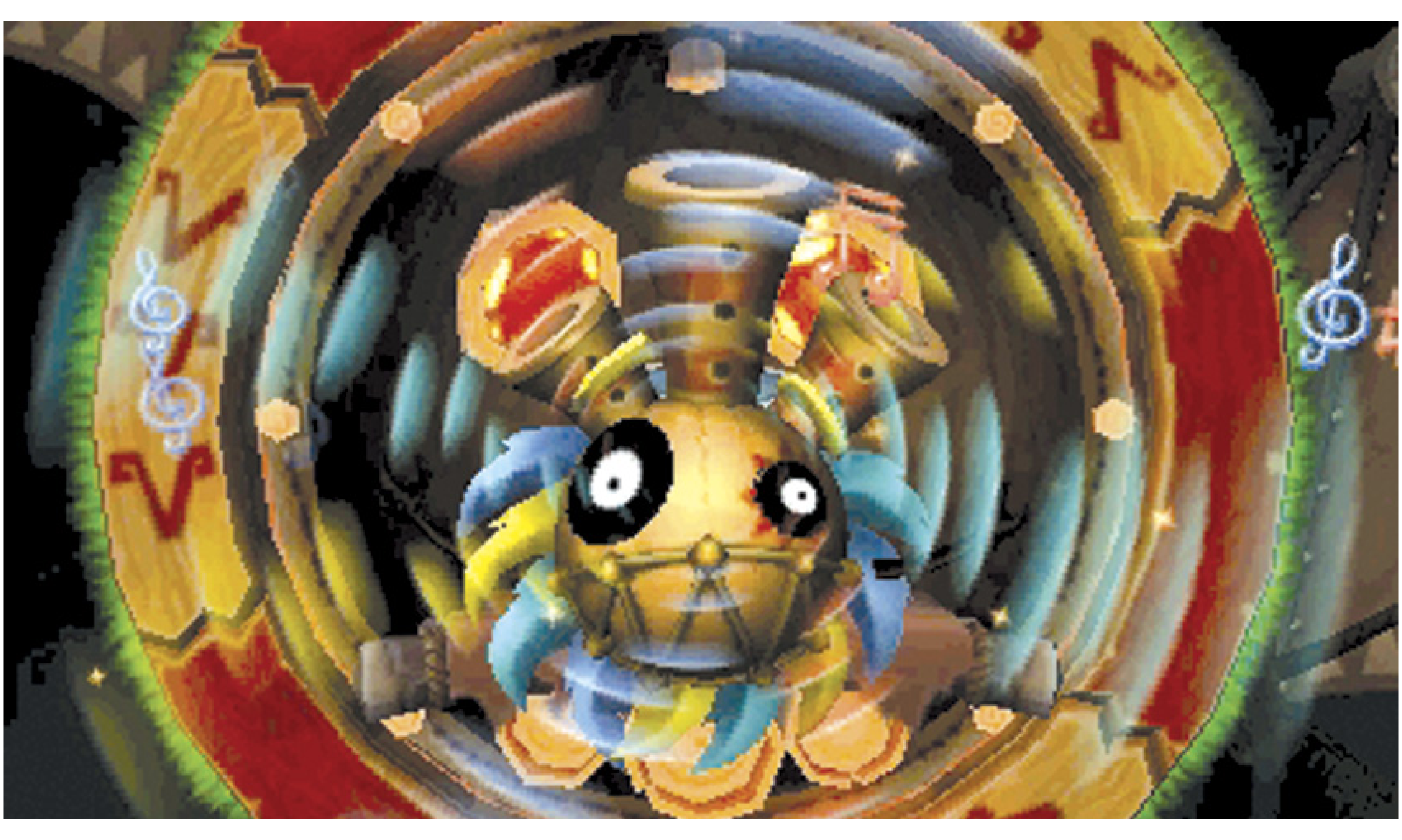
⑨ Shoot through a lot more barrels until you reach the last chamber. Collect another org.

World 5

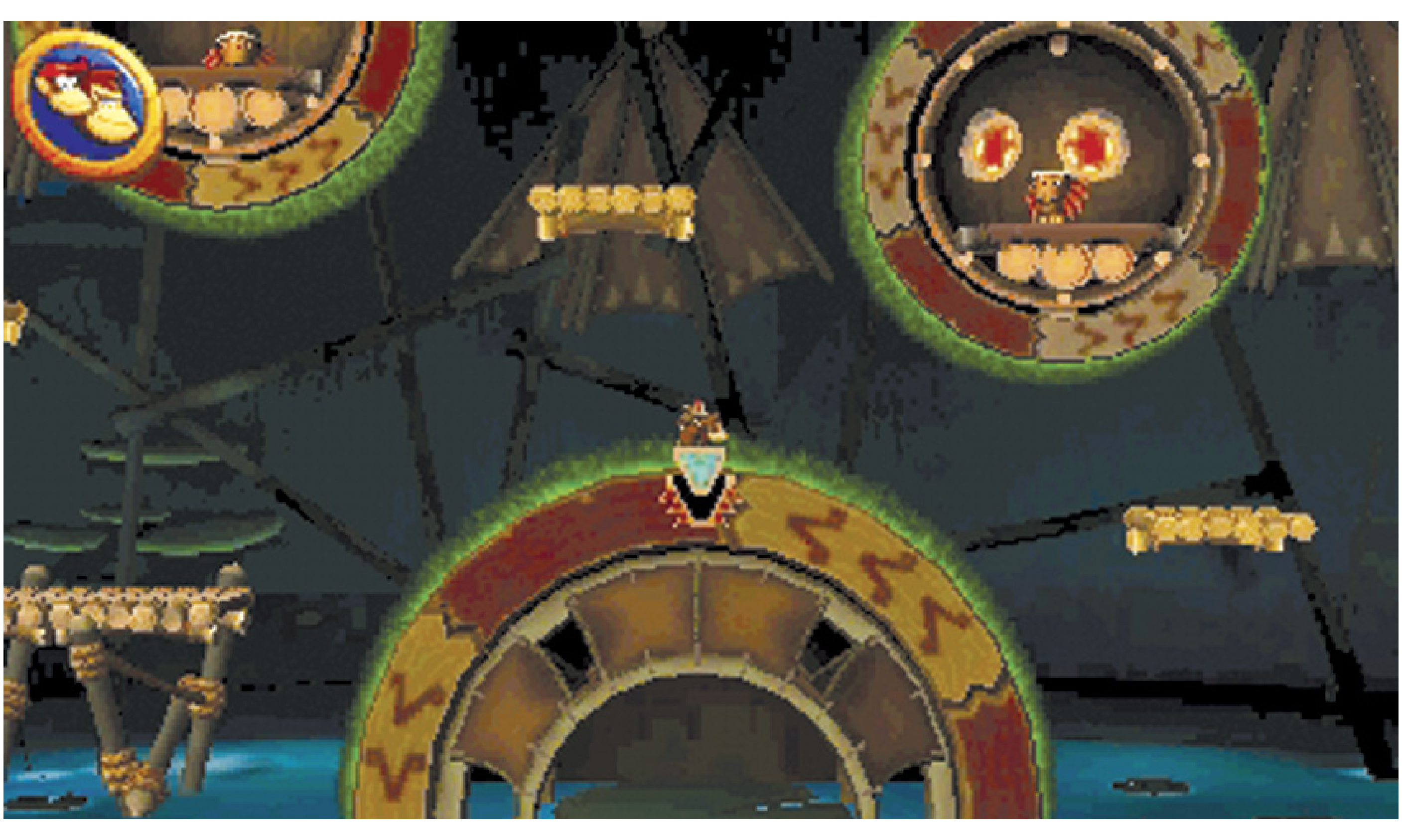
Mangoruby Run



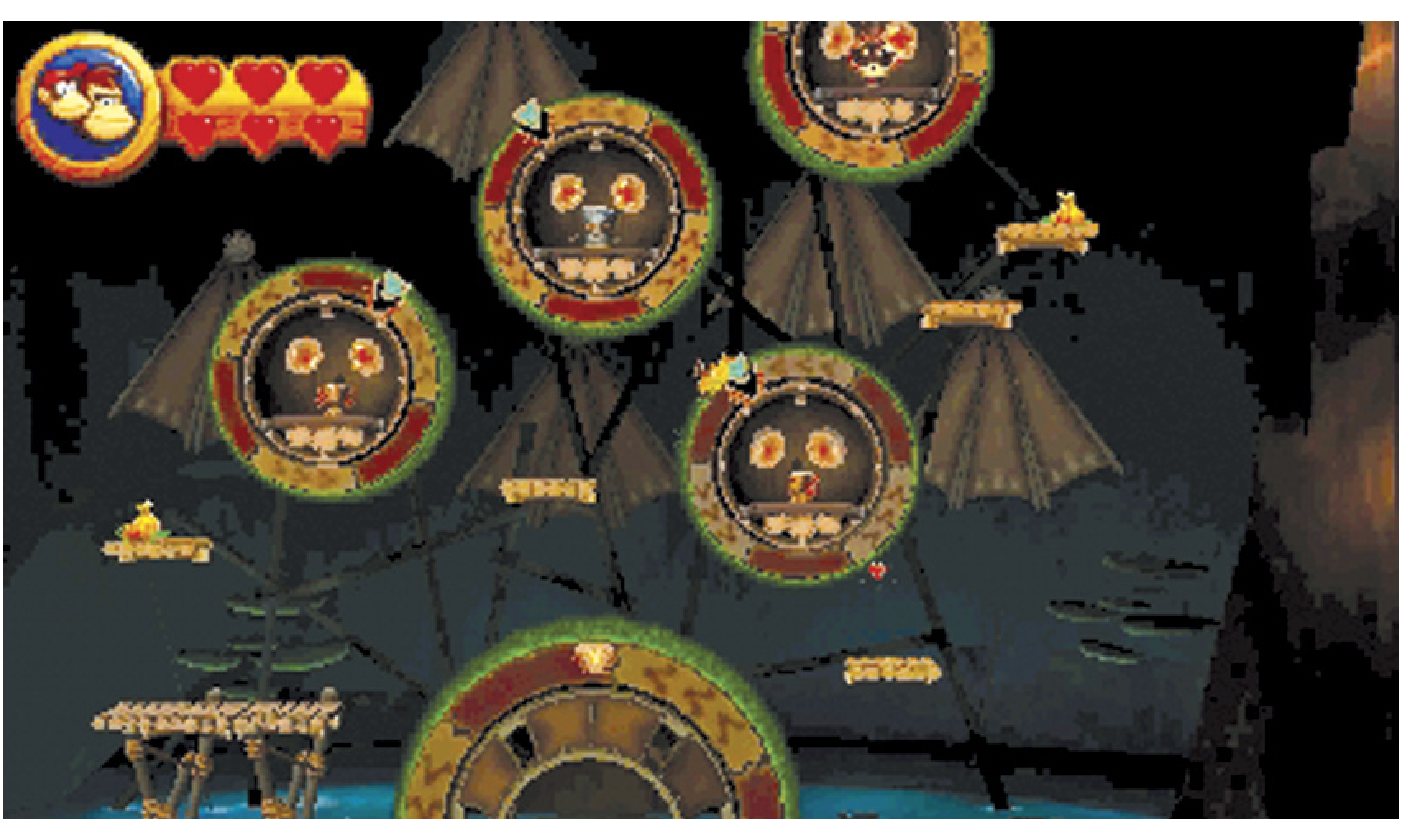
Donkey Kong and Diddy Kong have found their way into another Tiki arena. At the bottom, a peaceful Mangoruby lies napping.



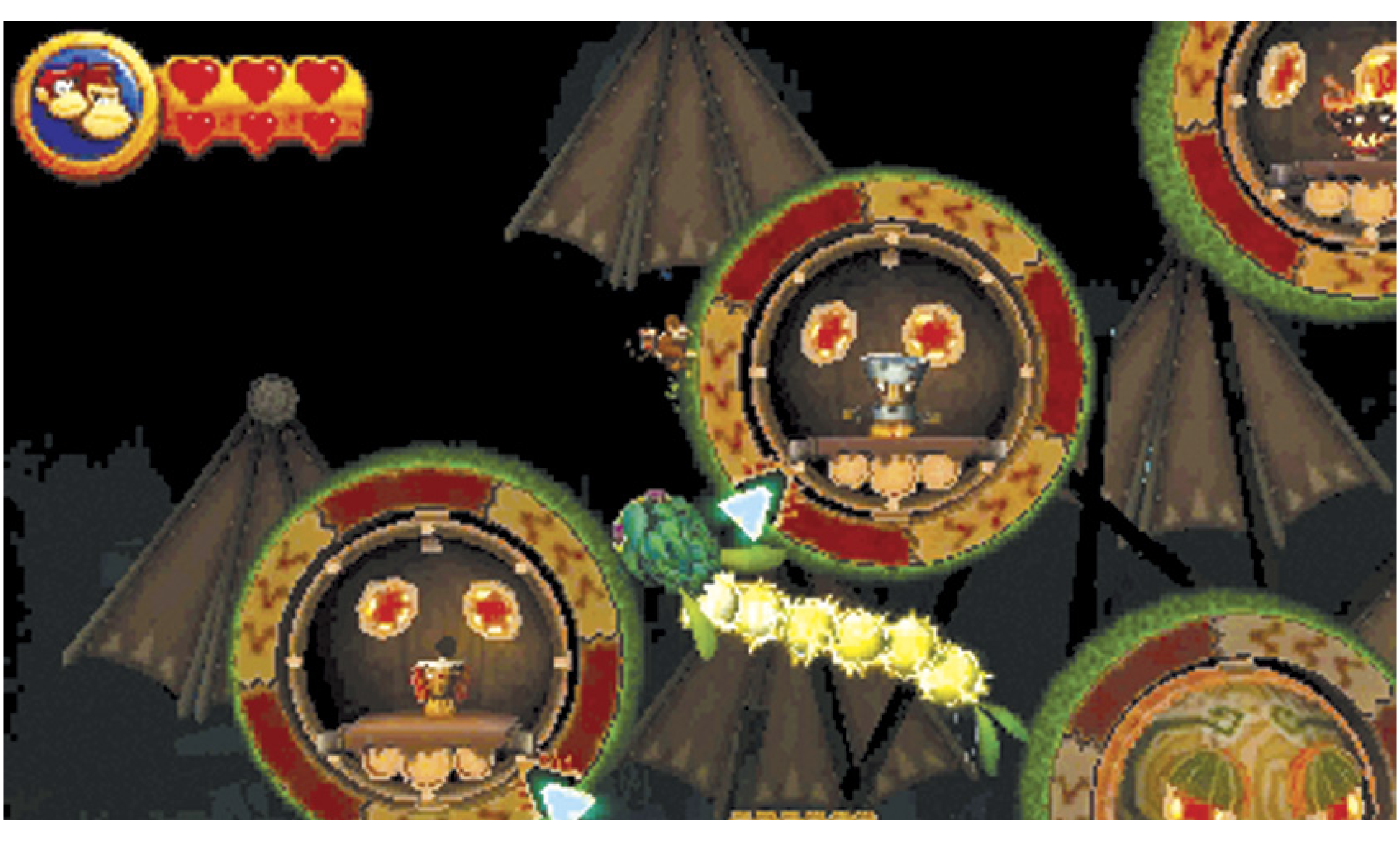
As it wakes up, the Tiki casts its spell and possesses the Mangoruby so it can use the beast to destroy the two apes.



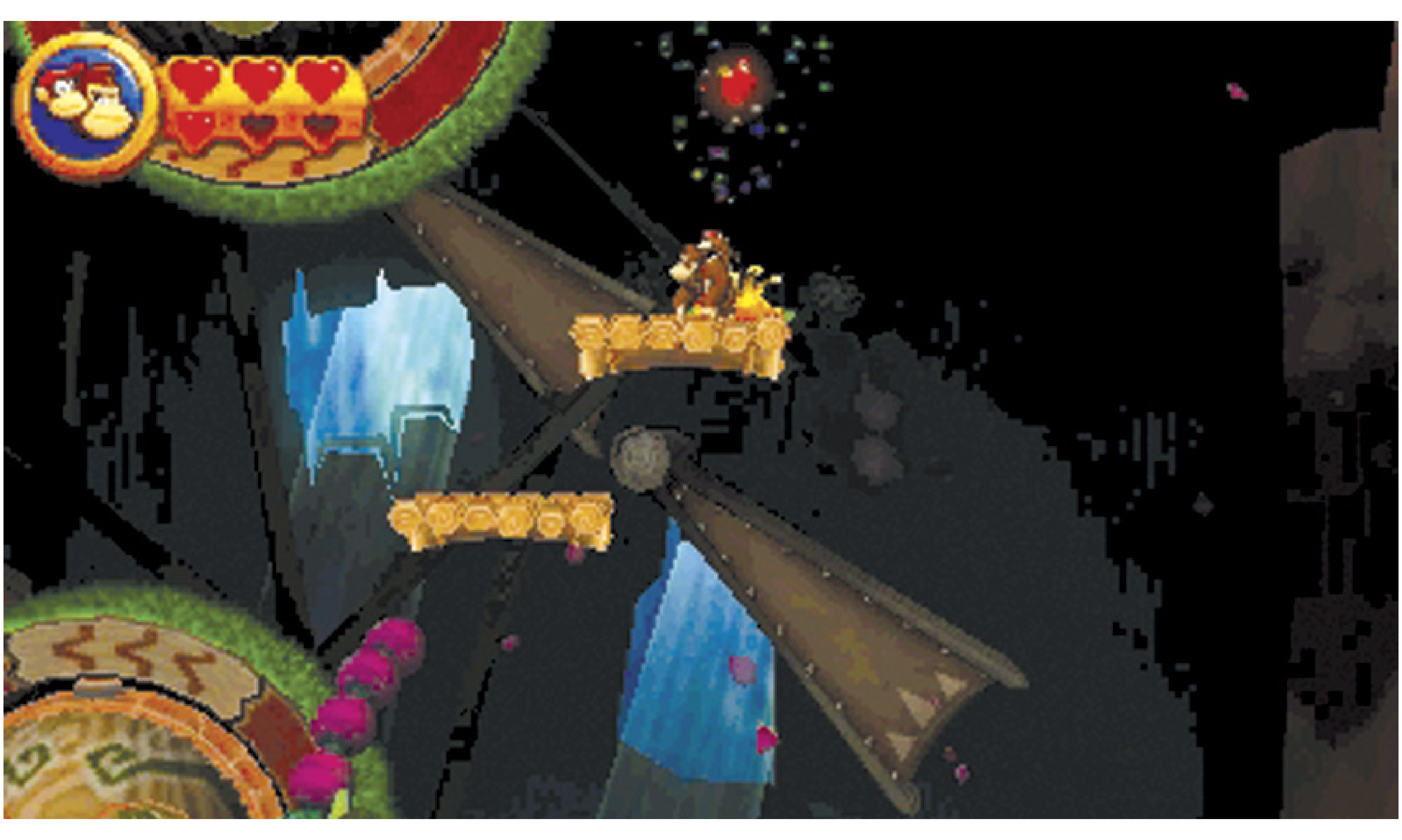
The arena consists of several grass-covered circles. Start at the bottom and pound the blue V into the circle. This causes the other circles' Vs to turn blue and pop out.



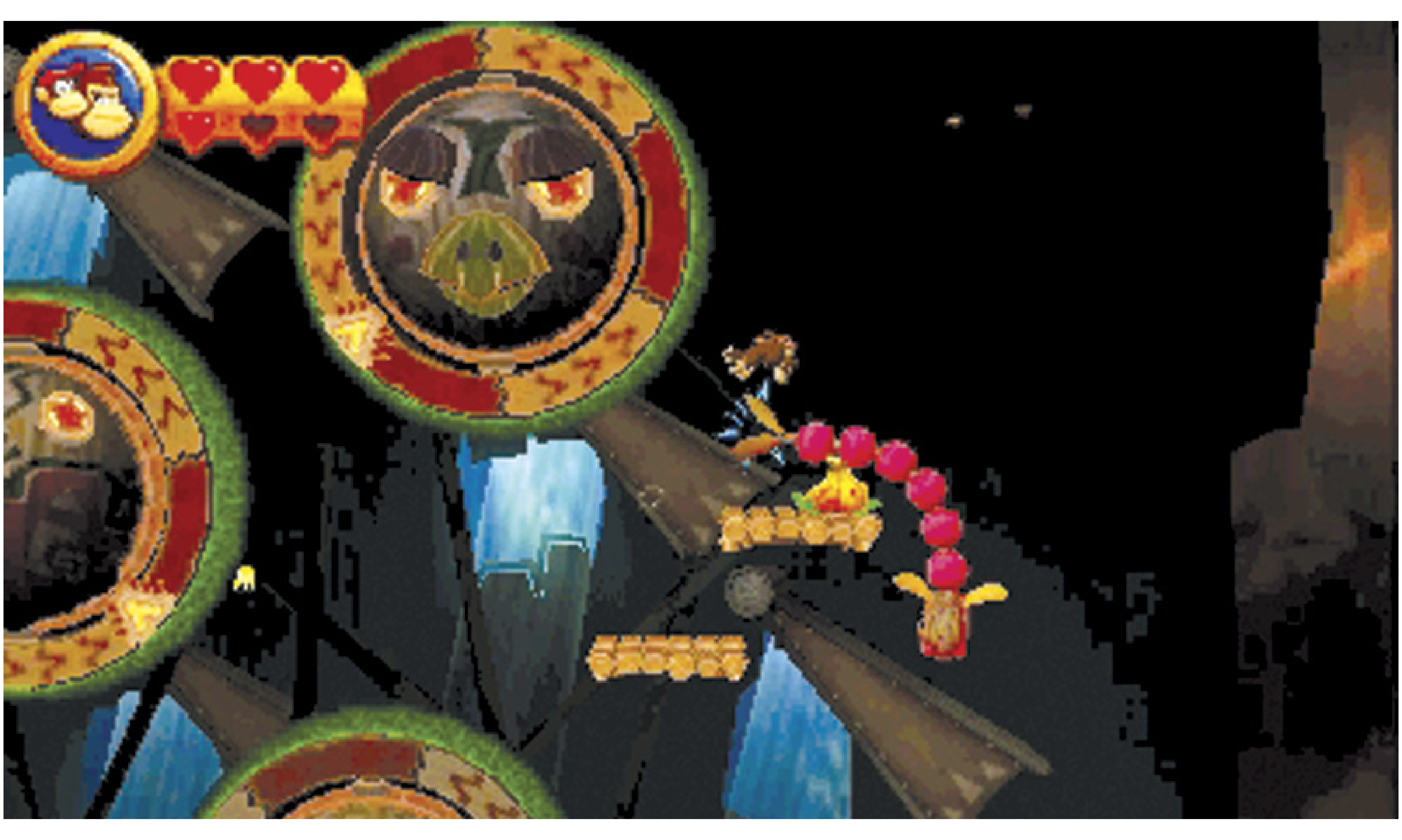
Jump up to the other circles and climb around them to pound in all of their blue Vs. As you do this, the interiors of the circles, where the Tikis are sitting, close up.



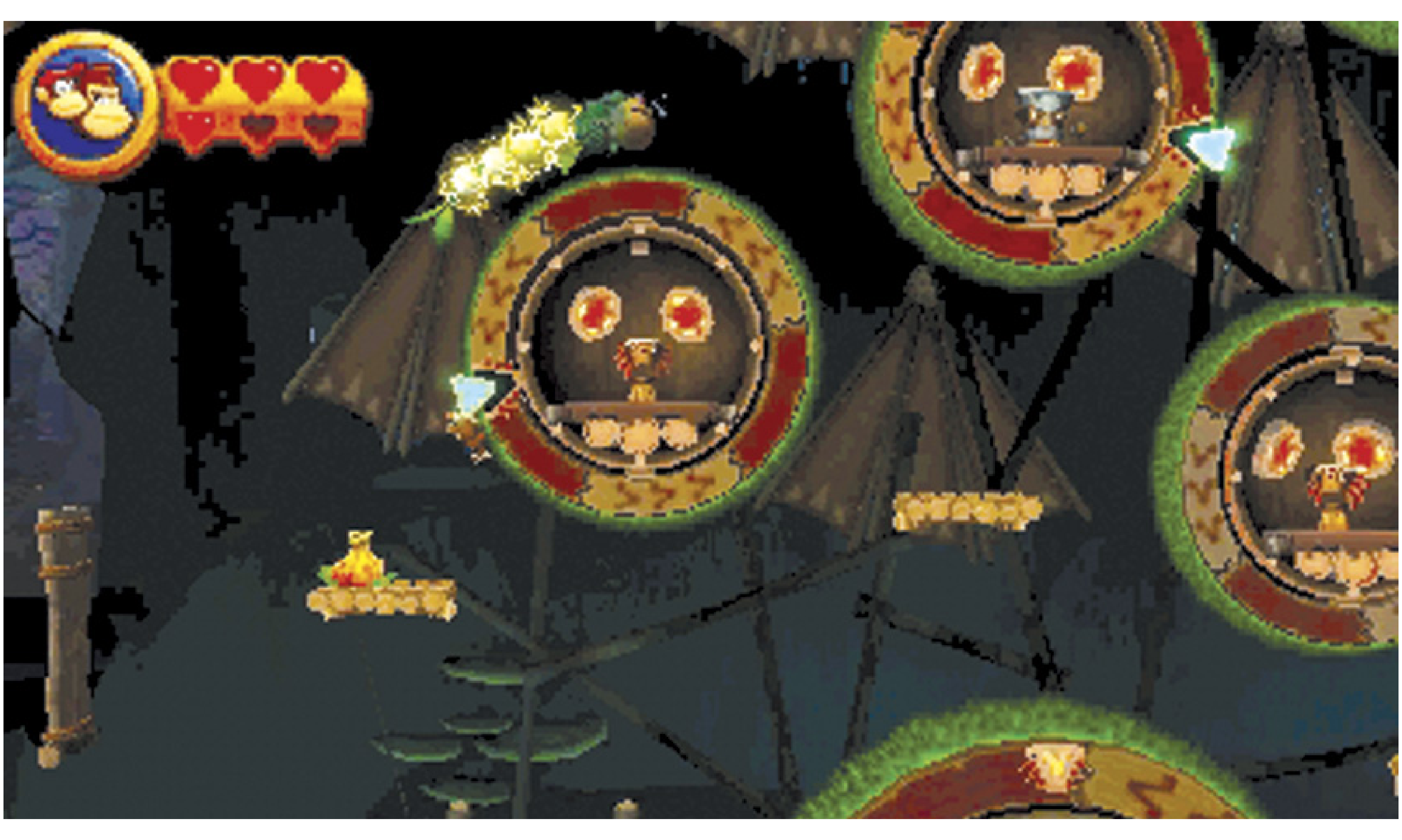
As you move around, the Mangoruby will come after you, so climb fast, and quickly change directions to get out of its way. If its electrified body touches you, you will lose a heart.



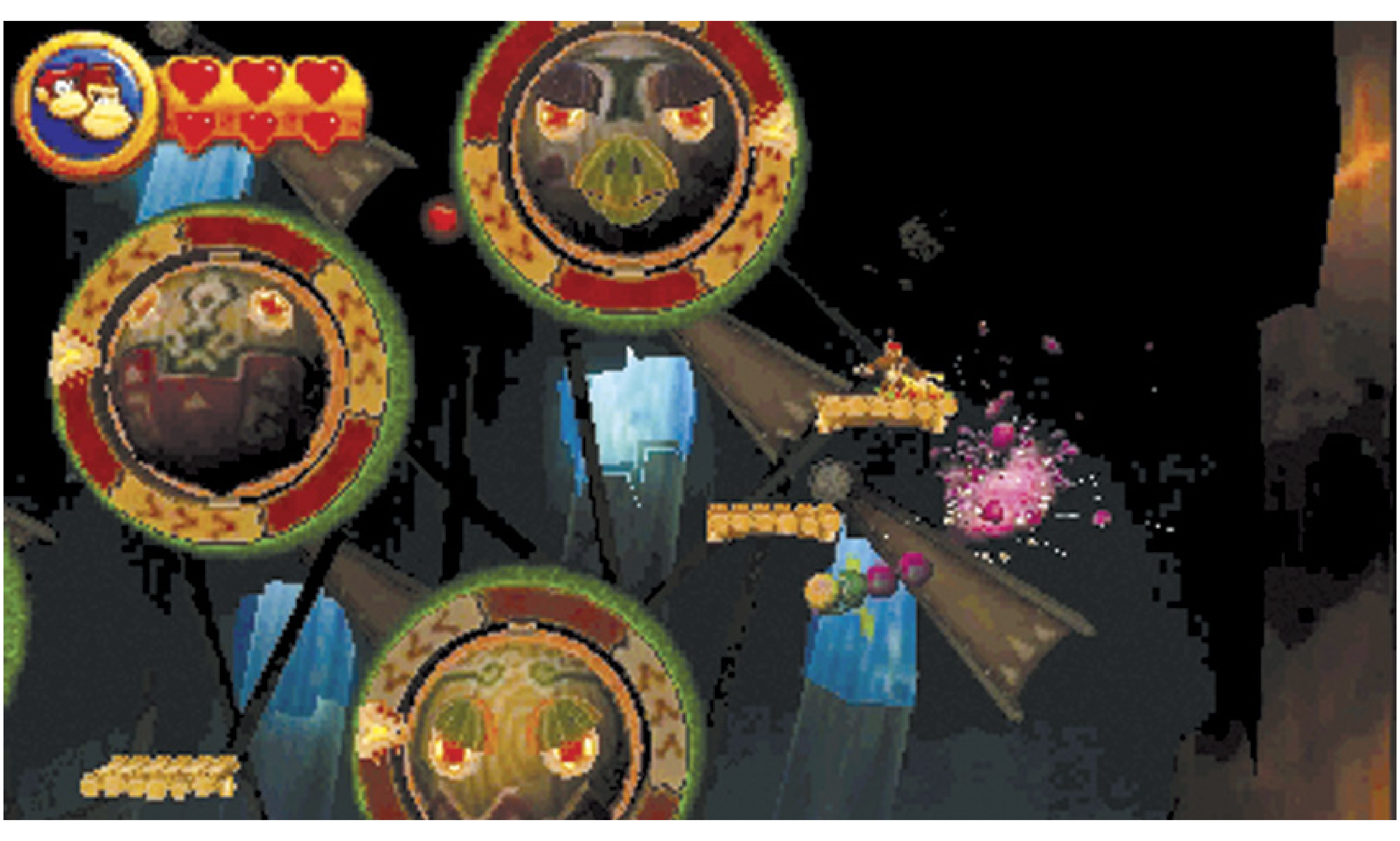
If you need a heart, pound the gourds on the sides and they will release one. Keep Diddy Kong with you as long as you can, since his hover-jump can really come in handy.



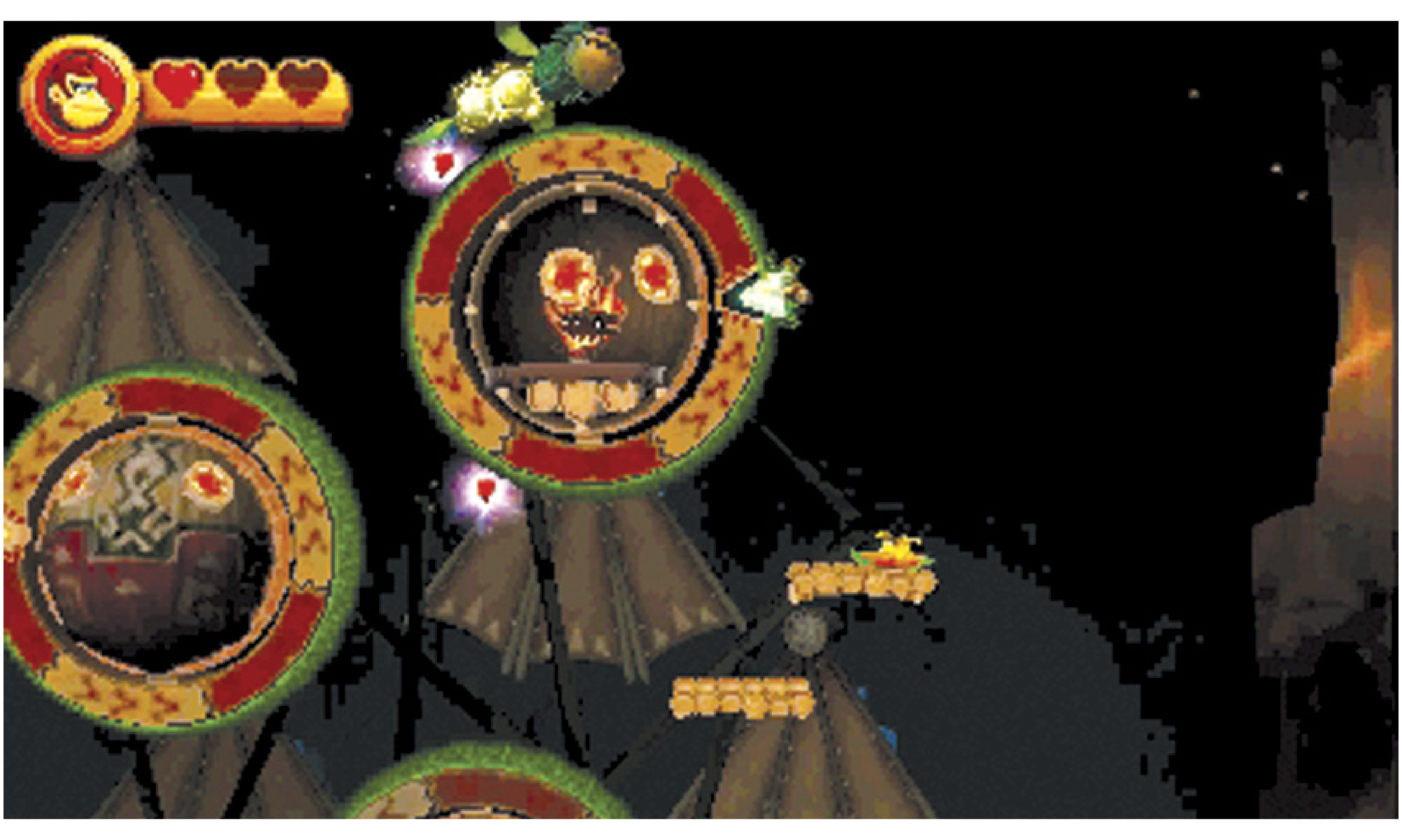
Once you have closed all of the circles, the Mangoruby loses its electric power. While it is pink, jump on it to knock off a couple sections.



Now the process starts over. The circles all open up, and you must pound the bottom circle followed by all of the other smaller circles to close them up.



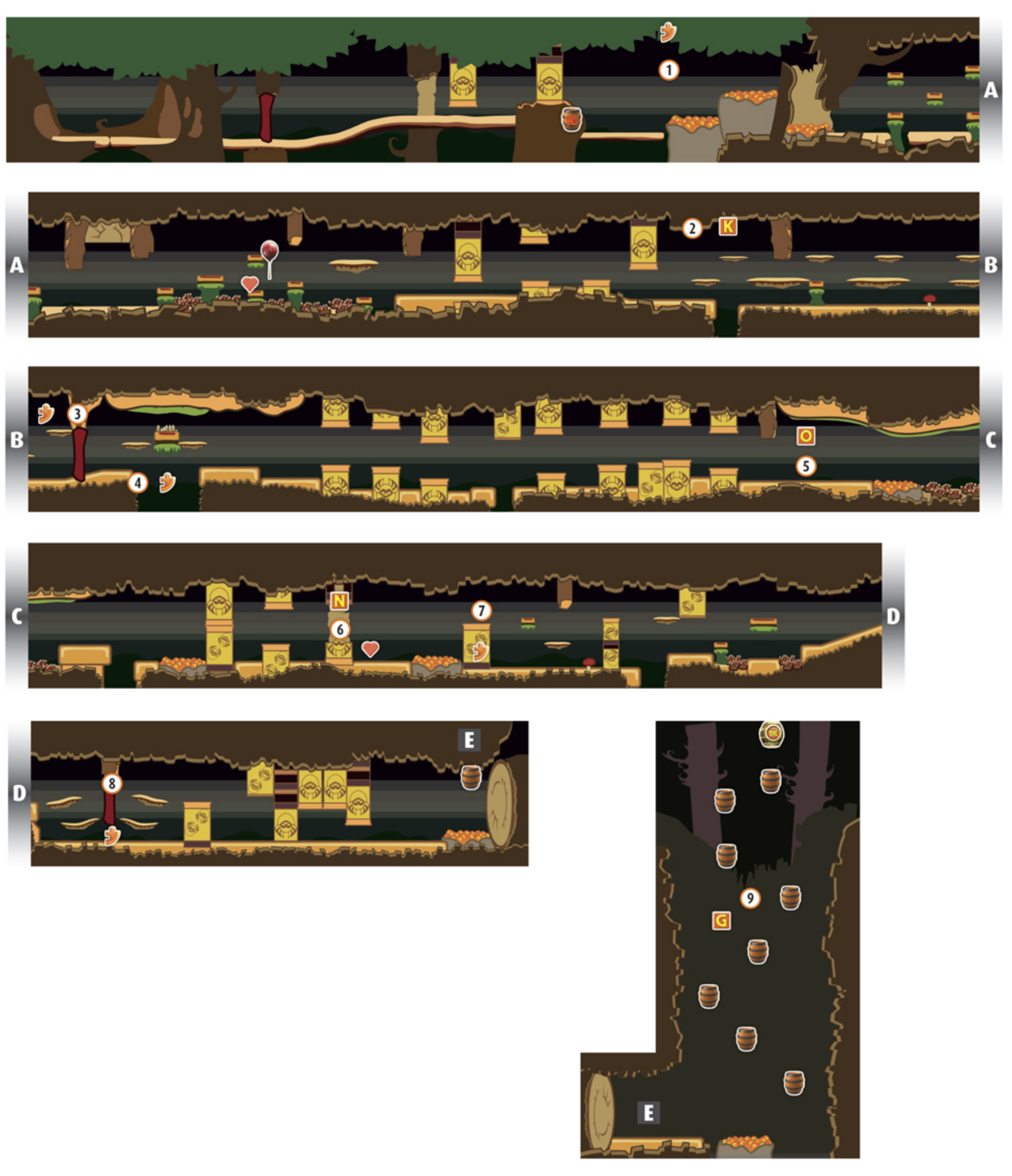
Drop down on the Mangoruby to knock off two more sections, and send it back to the bottom as the circles all open up again.

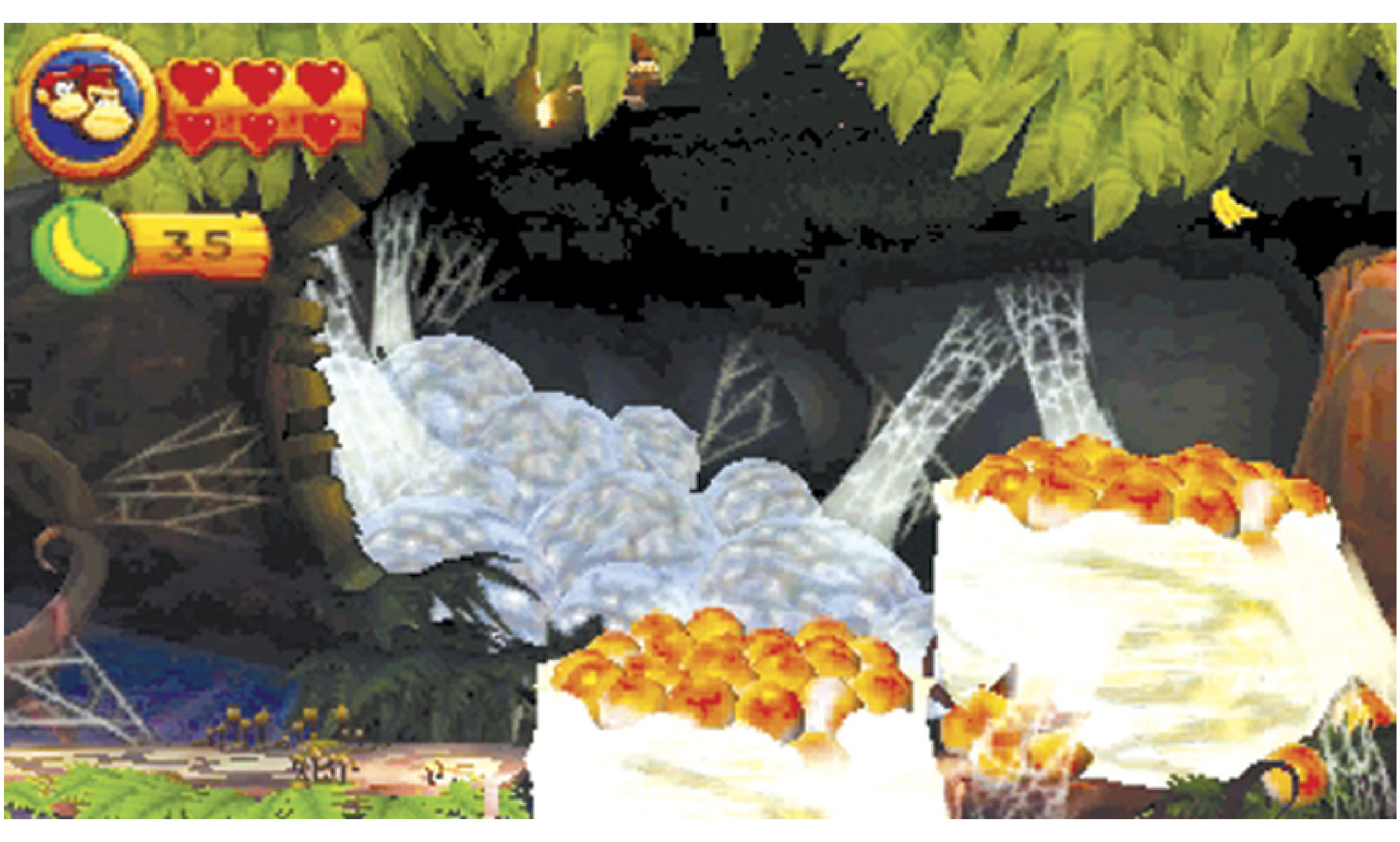


While you are climbing around a circle, watch out for one of the Mangoruby's deadly attacks. It will set fire to the grassy exterior. These flames will come at you from two different directions, and if a flame hits you, it will cause damage. In the last round, close all the circles one more time, and drop down onto the pink Mangoruby to knock the Tiki out of it. Run up and hit the Tiki to complete the level and advance to the next world.

World 5

Muncher Marathon

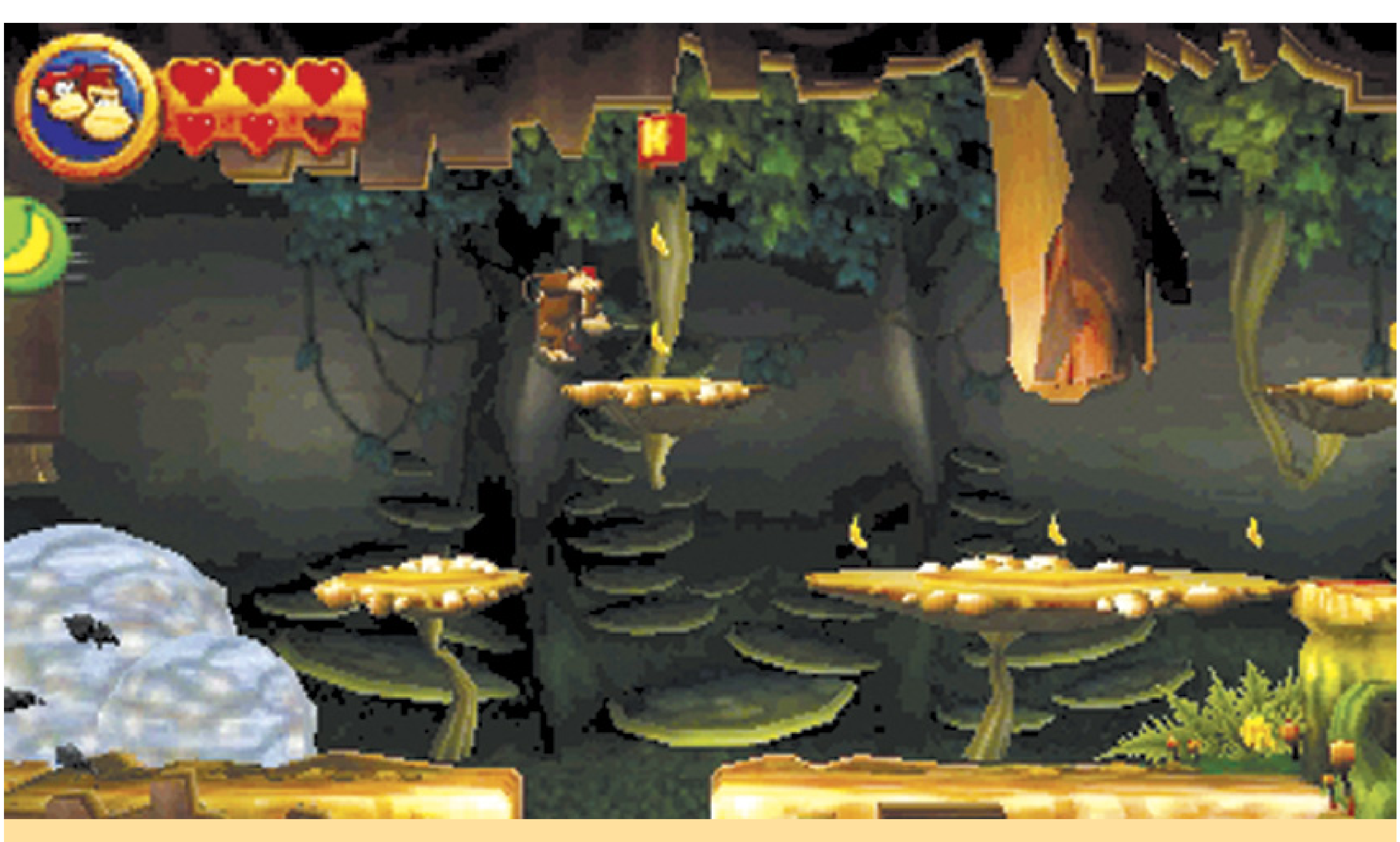




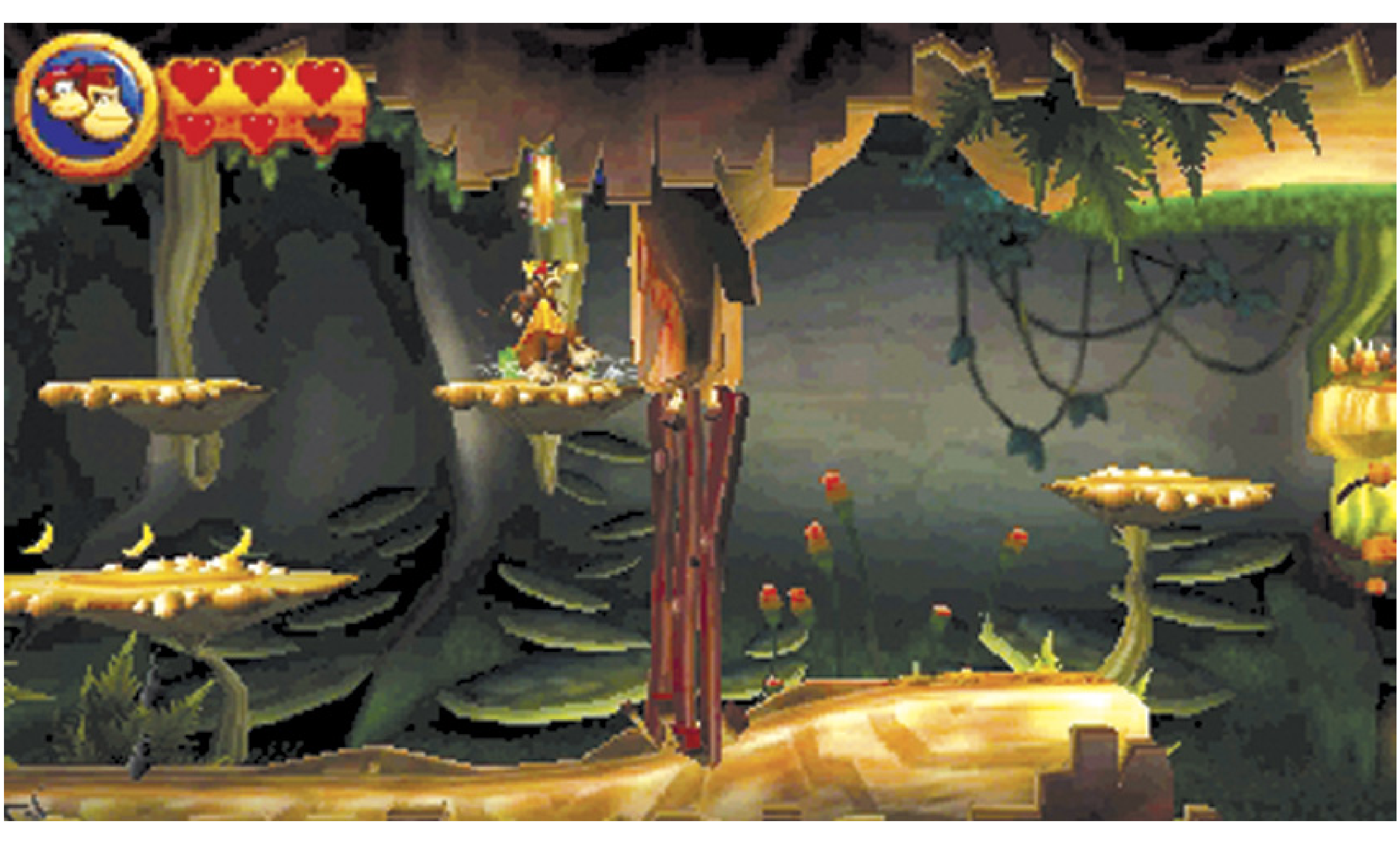
① Make your way past moving Screaming Pillars without getting smashed, and pick up a DK Barrel. Then jump up on some bouncy orange eggs to a second batch. From this spot, hover-jump to the left to get the first Puzzle Piece.

Tip

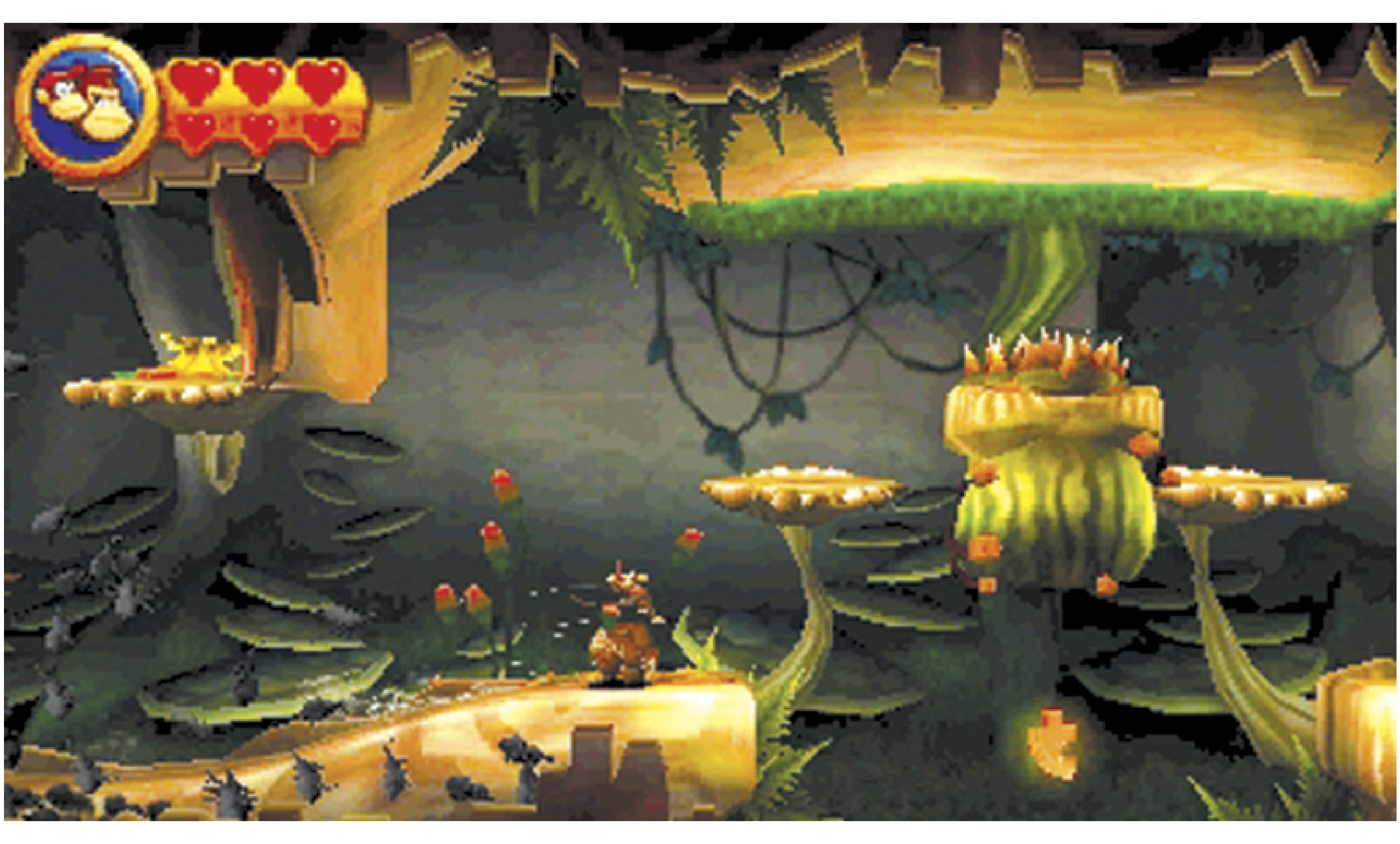
This level is difficult because a swarm of munchers comes after you. Roll as much as possible to pick up speed, and put as much distance between you and the munchers as possible.



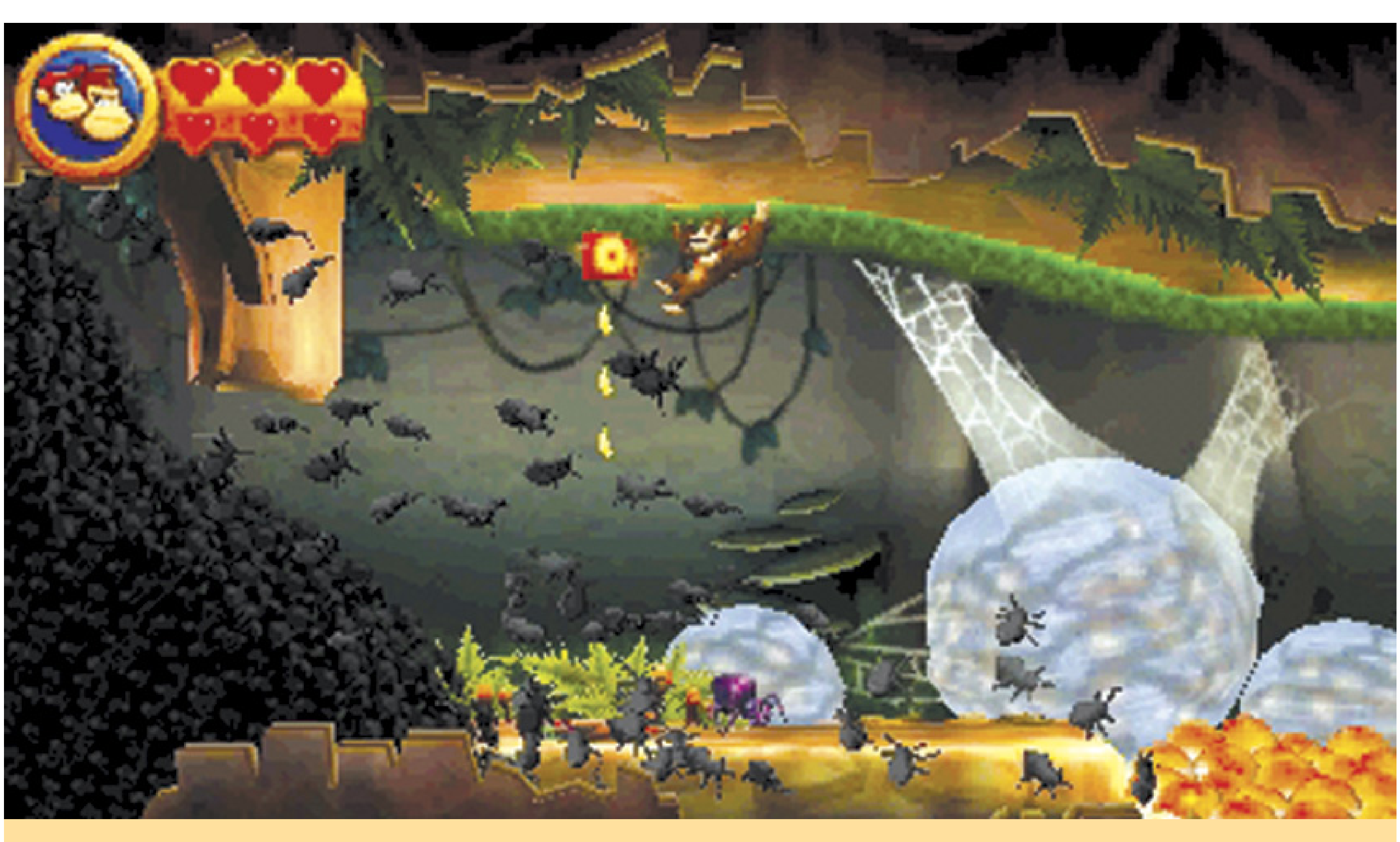
② K You race away from the munchers and go under some Skittler Pillars. Jump up a couple of small platforms to get the K KONG letter.



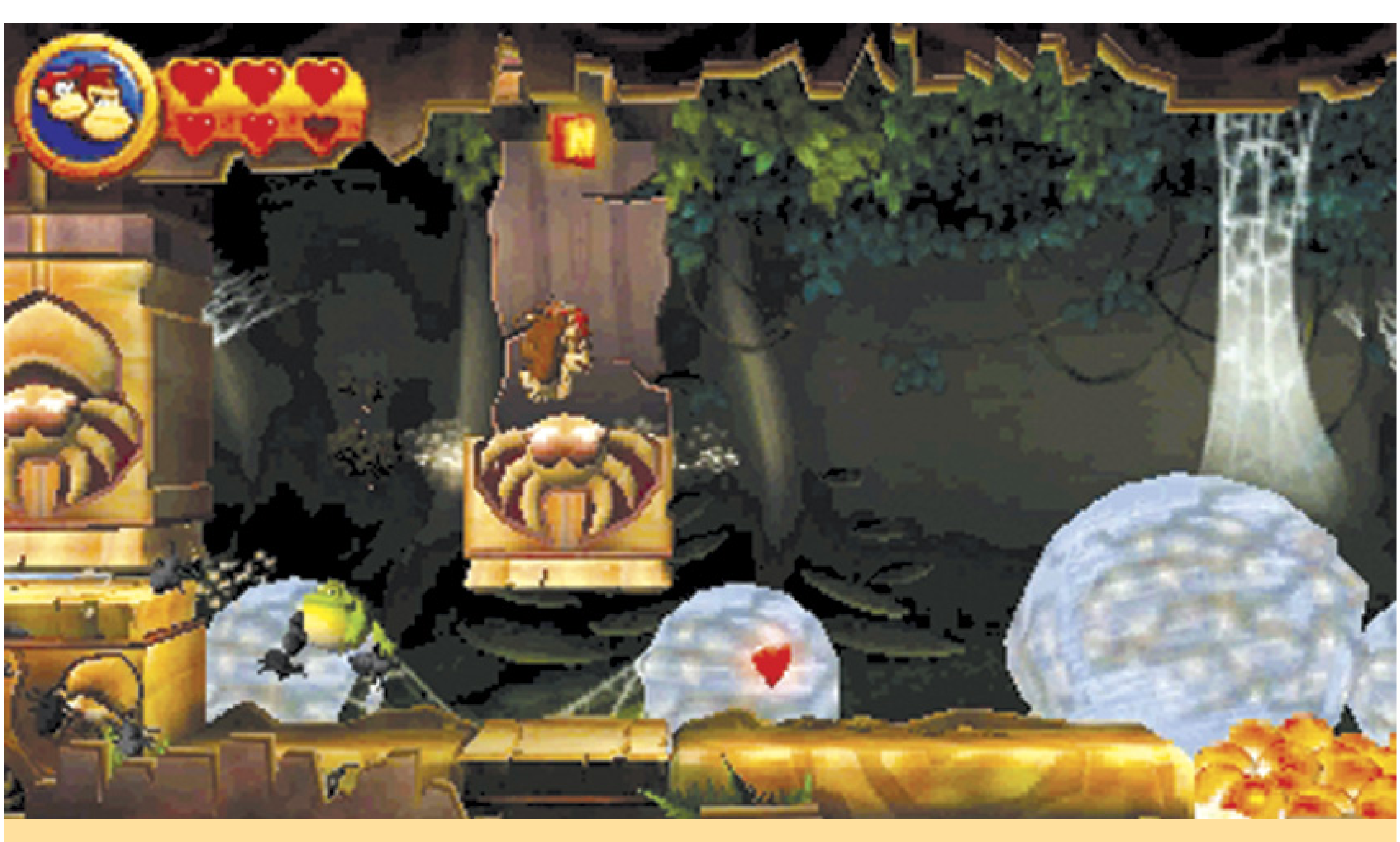
③ When you see a gourd up high, right before a red gate you must crash through, quickly pound the gourd to get a Puzzle Piece.



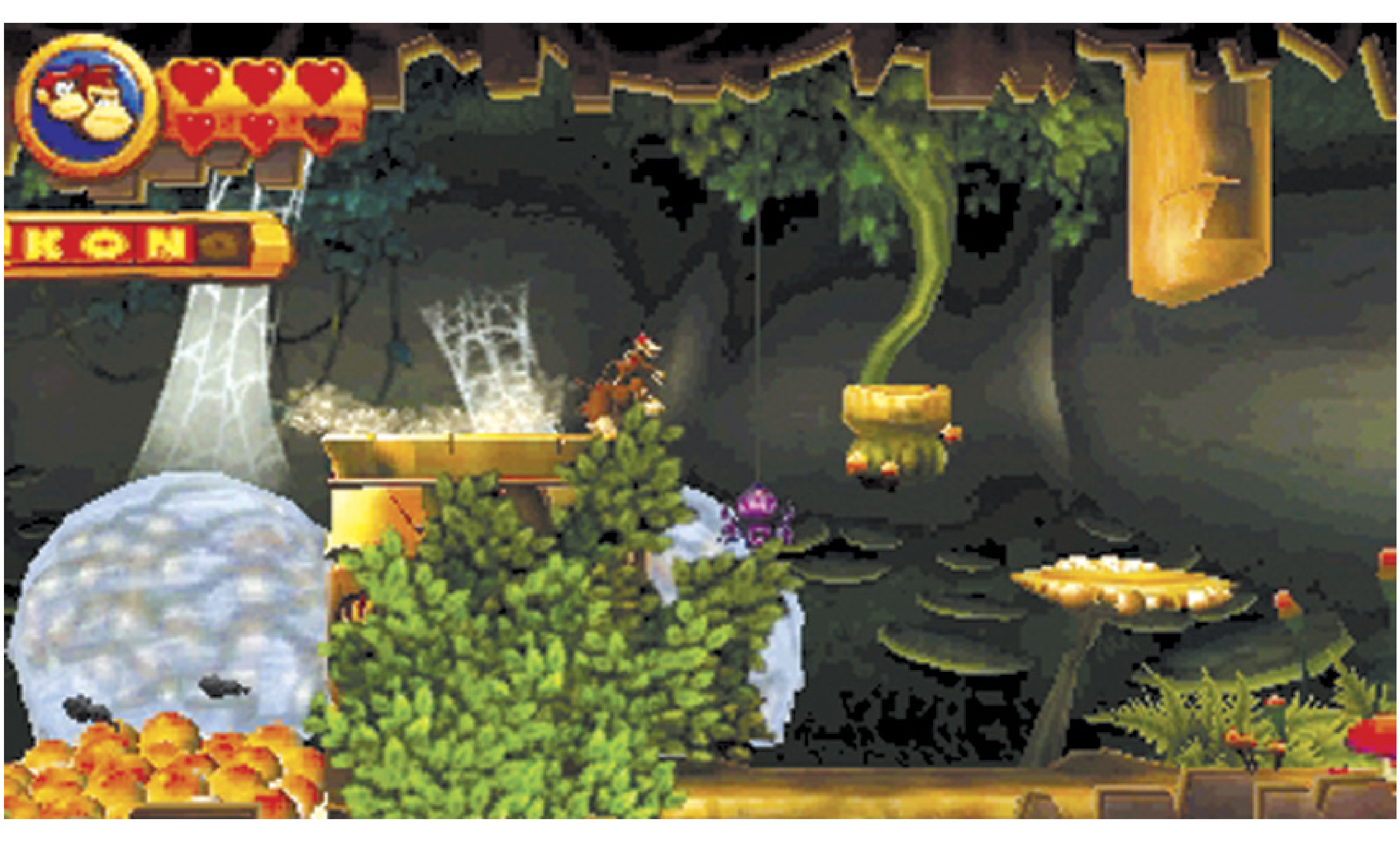
④ After crashing through the gate, roll across this drop and jump in midair to get another Puzzle Piece.



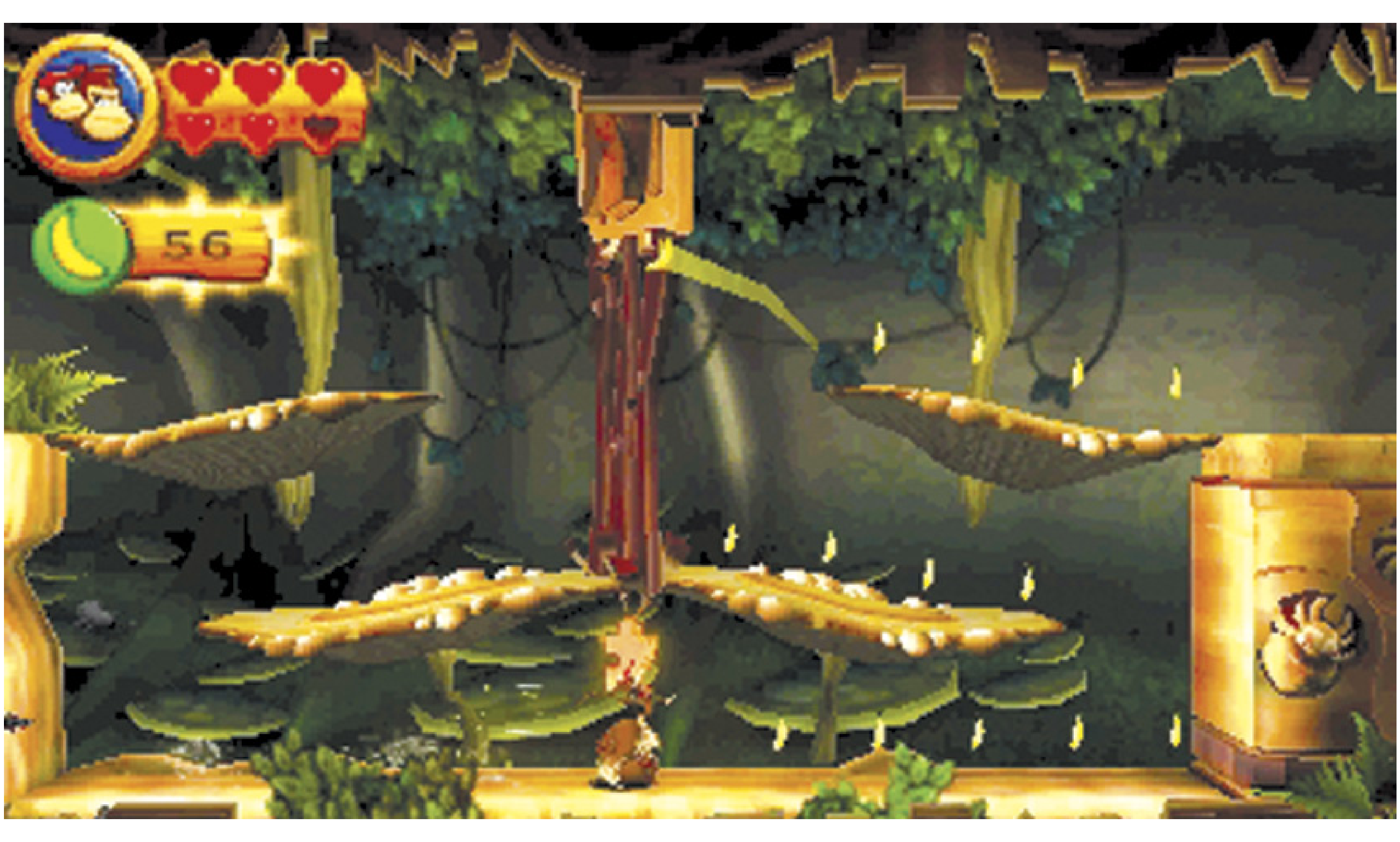
⑤ O Eventually you get to an area with a grassy layer overhead. Pound the ground below some bananas to make a mushroom grow. You can then use this to jump up to get the O KONG letter.



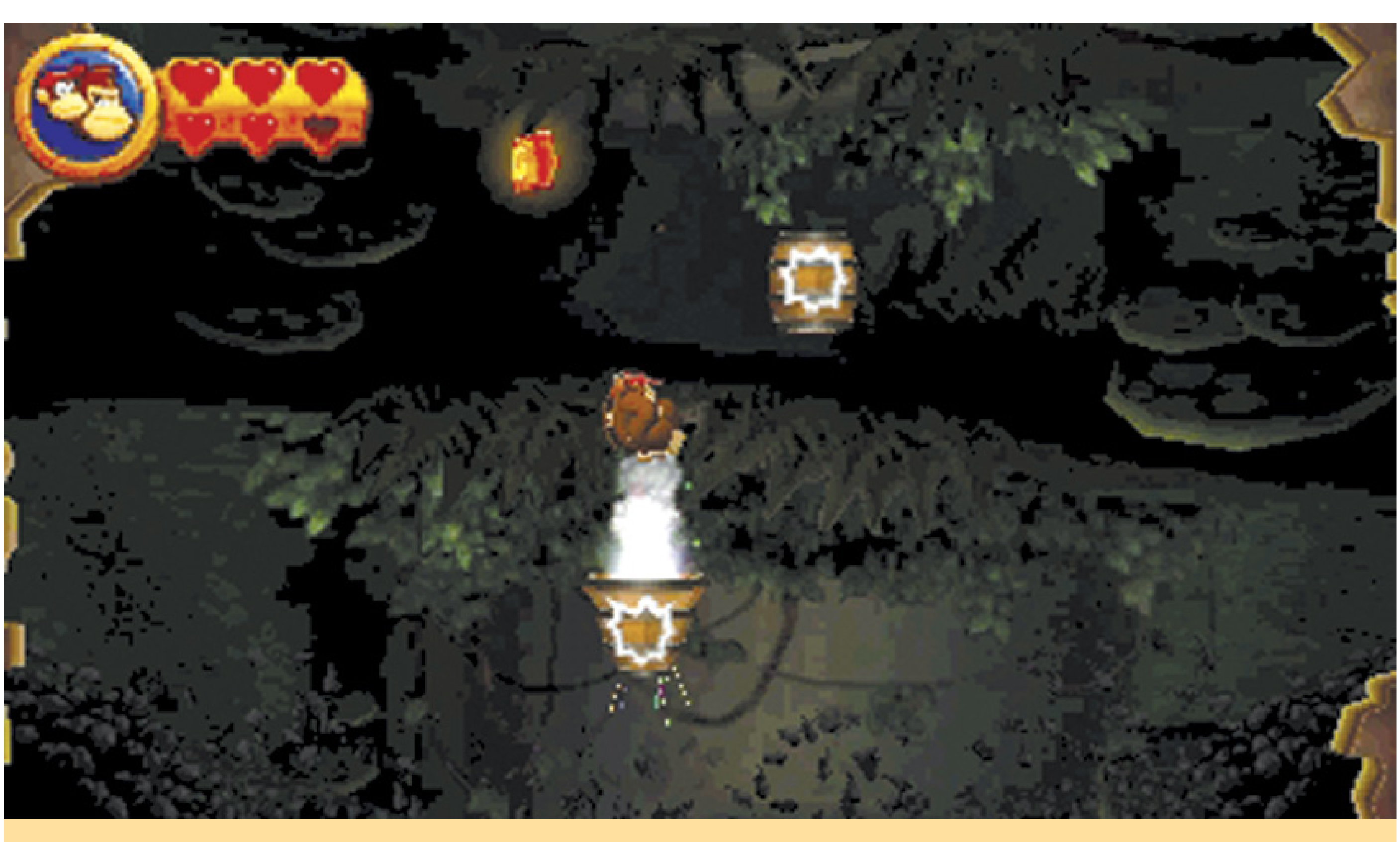
⑥ N Look for a hollow Skittler Pillar. Jump into it and ride it to the top, where you can get the N KONG letter. Quickly get out and pick up a heart as you continue on your race away from the munchers.



⑦ Jump on some bouncy eggs to get up onto a platform. Drop down the right side and move left into a bush to find another Puzzle Piece.



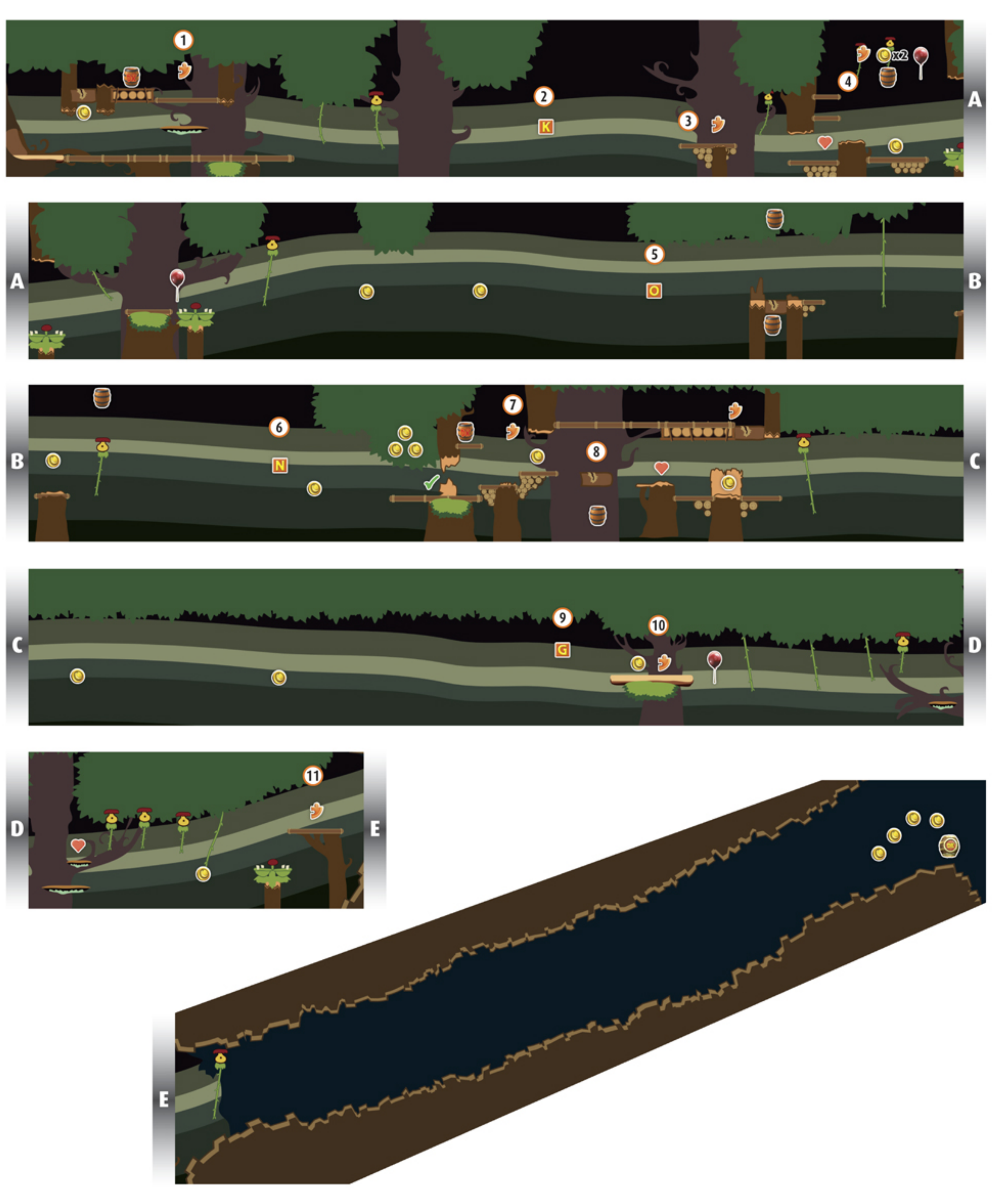
⑧ As you come to another red gate blocking your way, don’t bust through it. Instead roll down to the left and then to the right so you pass through a bush under the gate and collect the last Puzzle Piece.

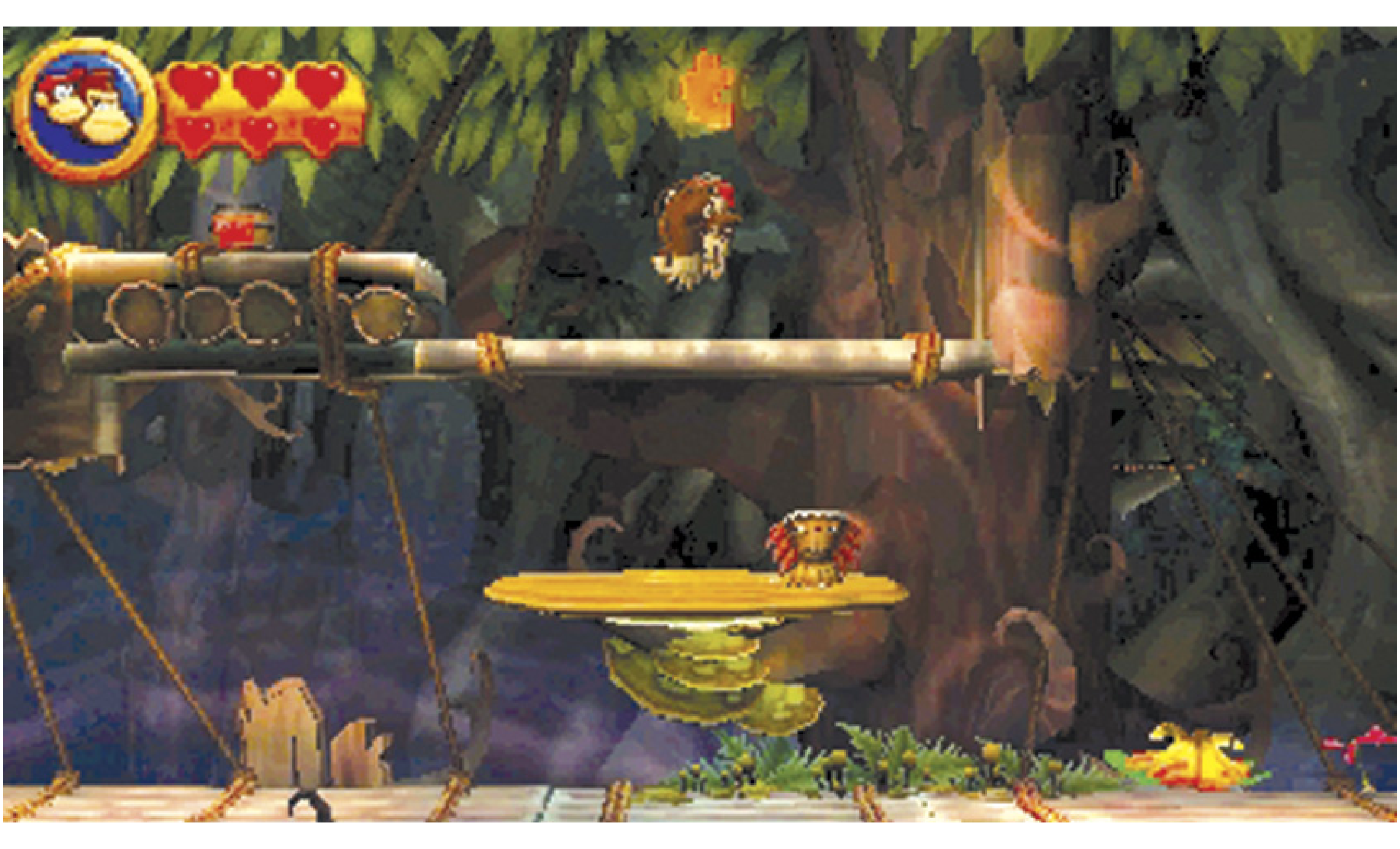


⑨ G After reaching the checkpoint, you will shoot your way quickly up through a hollow tree trunk using a series of barrels. When you see the G KONG letter, jump to the left out of a barrel to get it and then keep going up until you reach the Slot-Machine Barrel and complete the level.

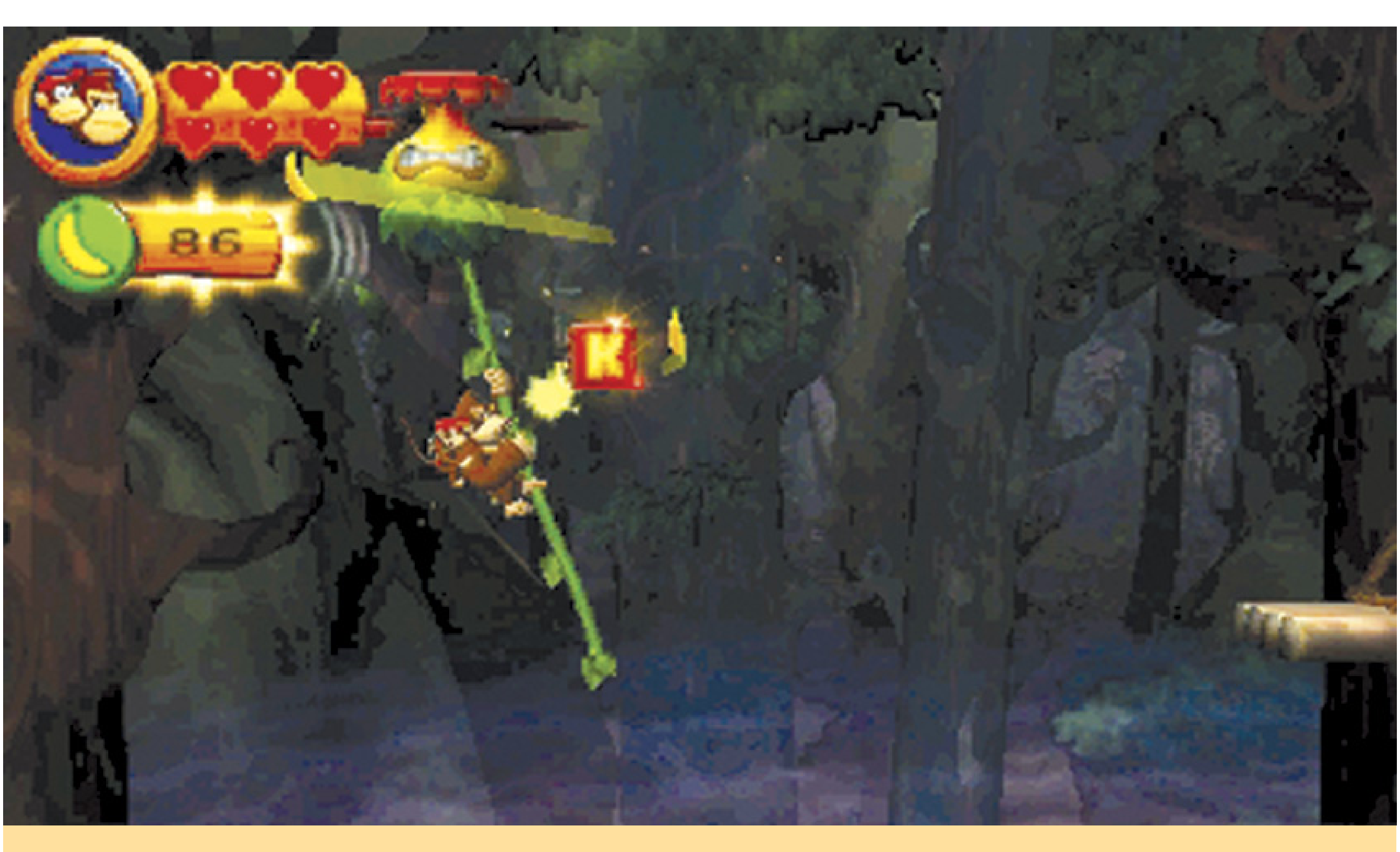
World 5

Wigglevine Wonders

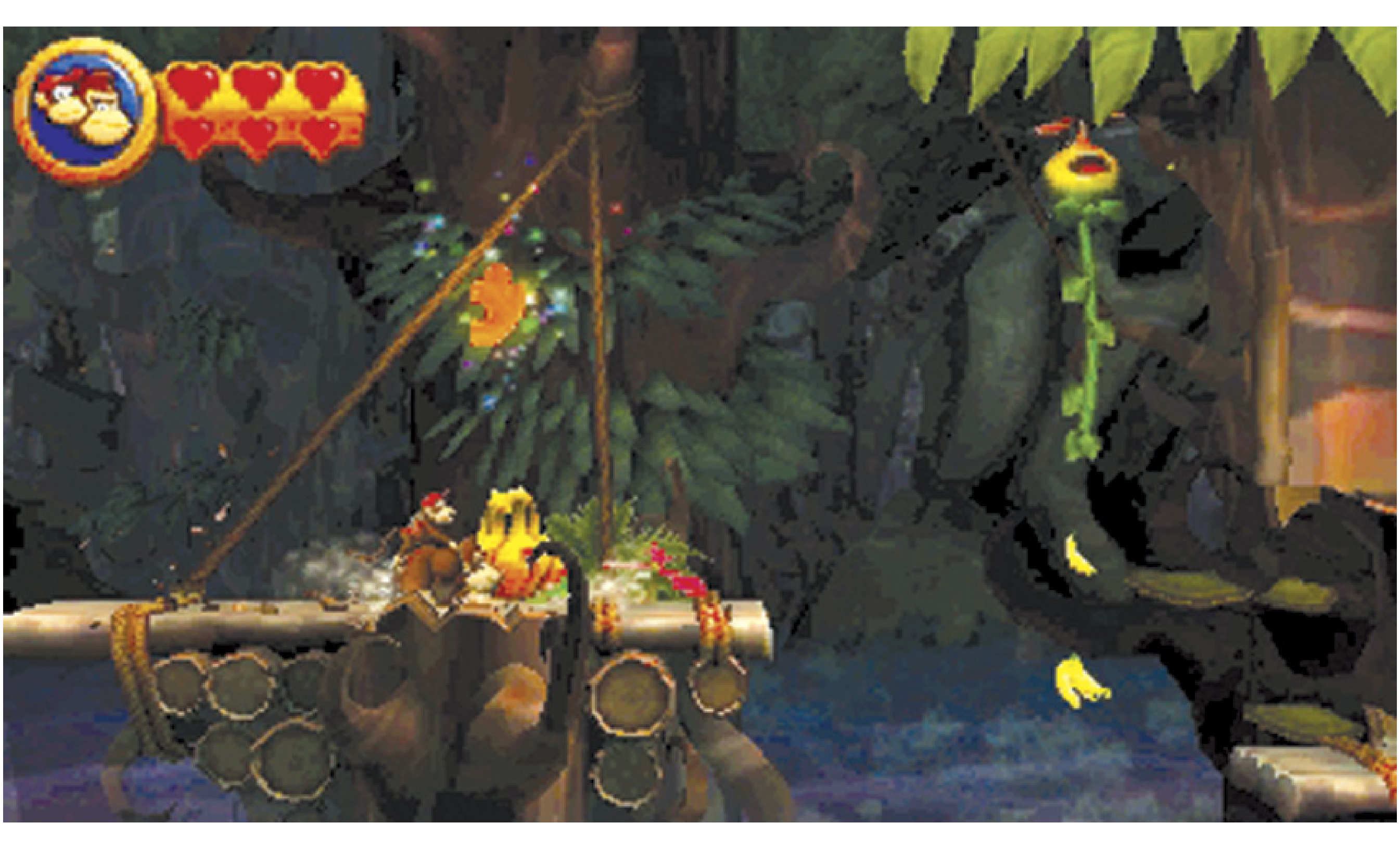




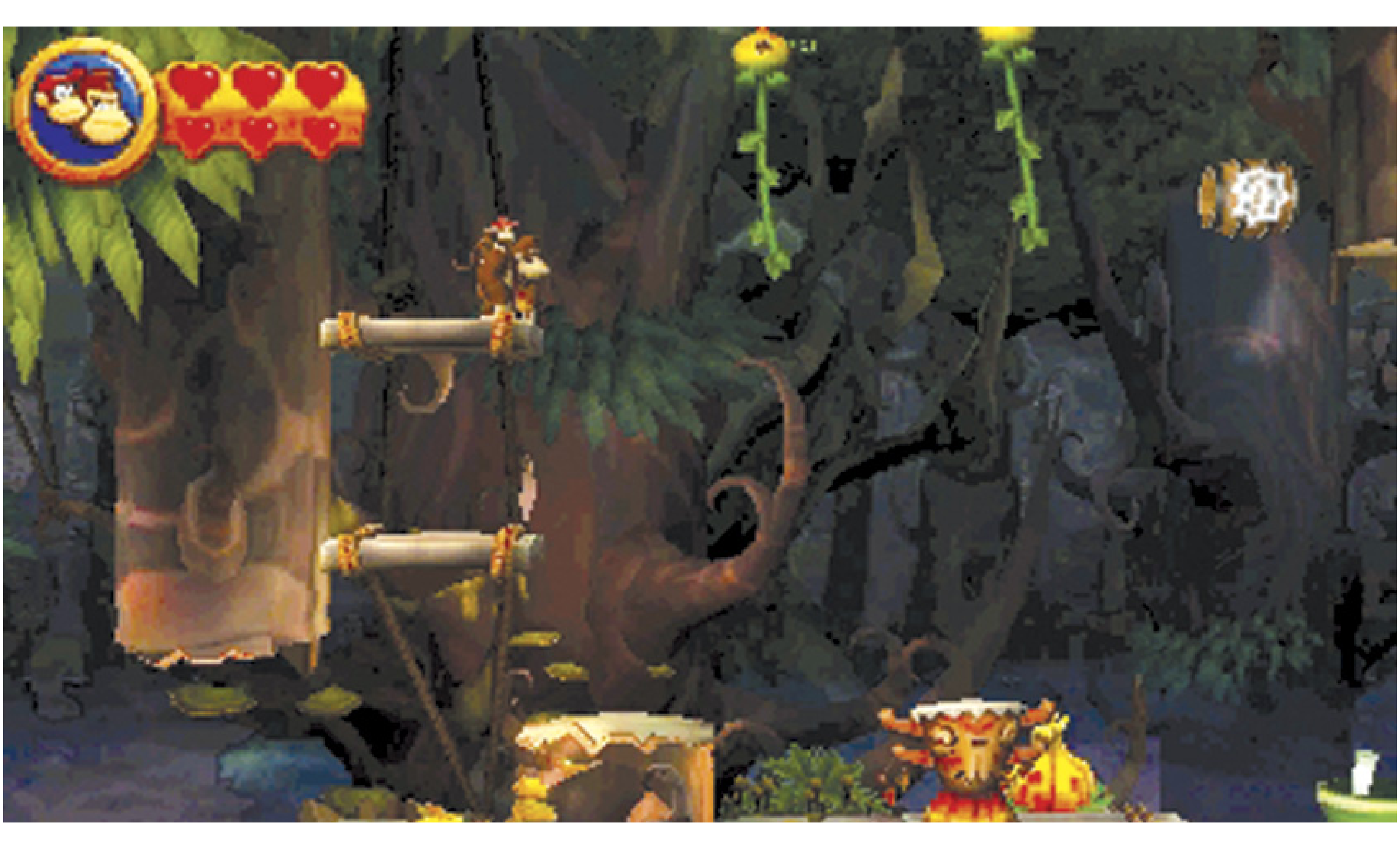
① At the start of this level, jump onto a platform with a Tiki Goon and then up into the leaves to find the first Puzzle Piece and the DK Barrel. Get them both and then head left to pound a cracked piece of wood to get back down again.



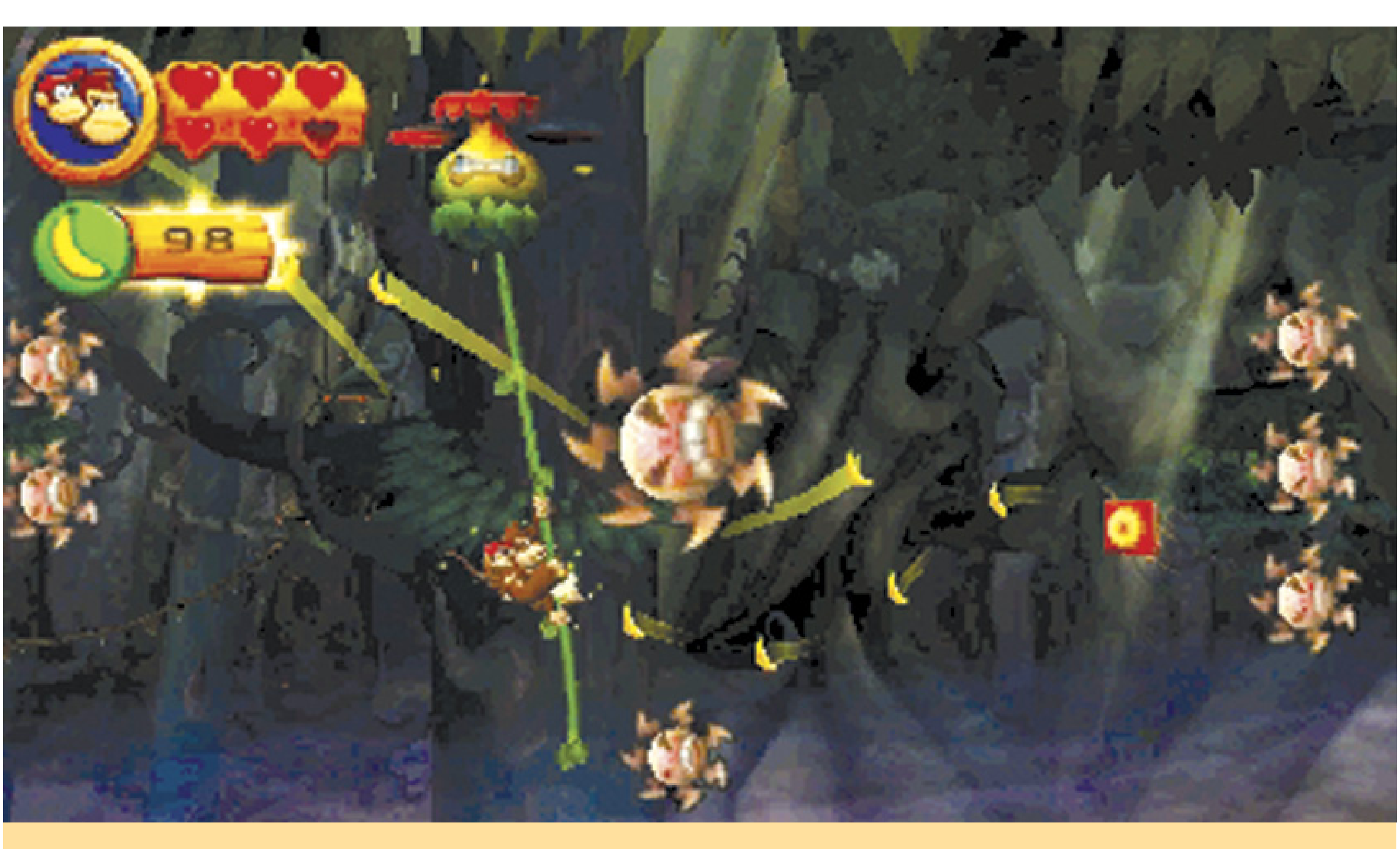
② Swing across a vine to a moving vine. Ride it along. As some bananas come flying by, collect them along with the K KONG letter at the end of the line.



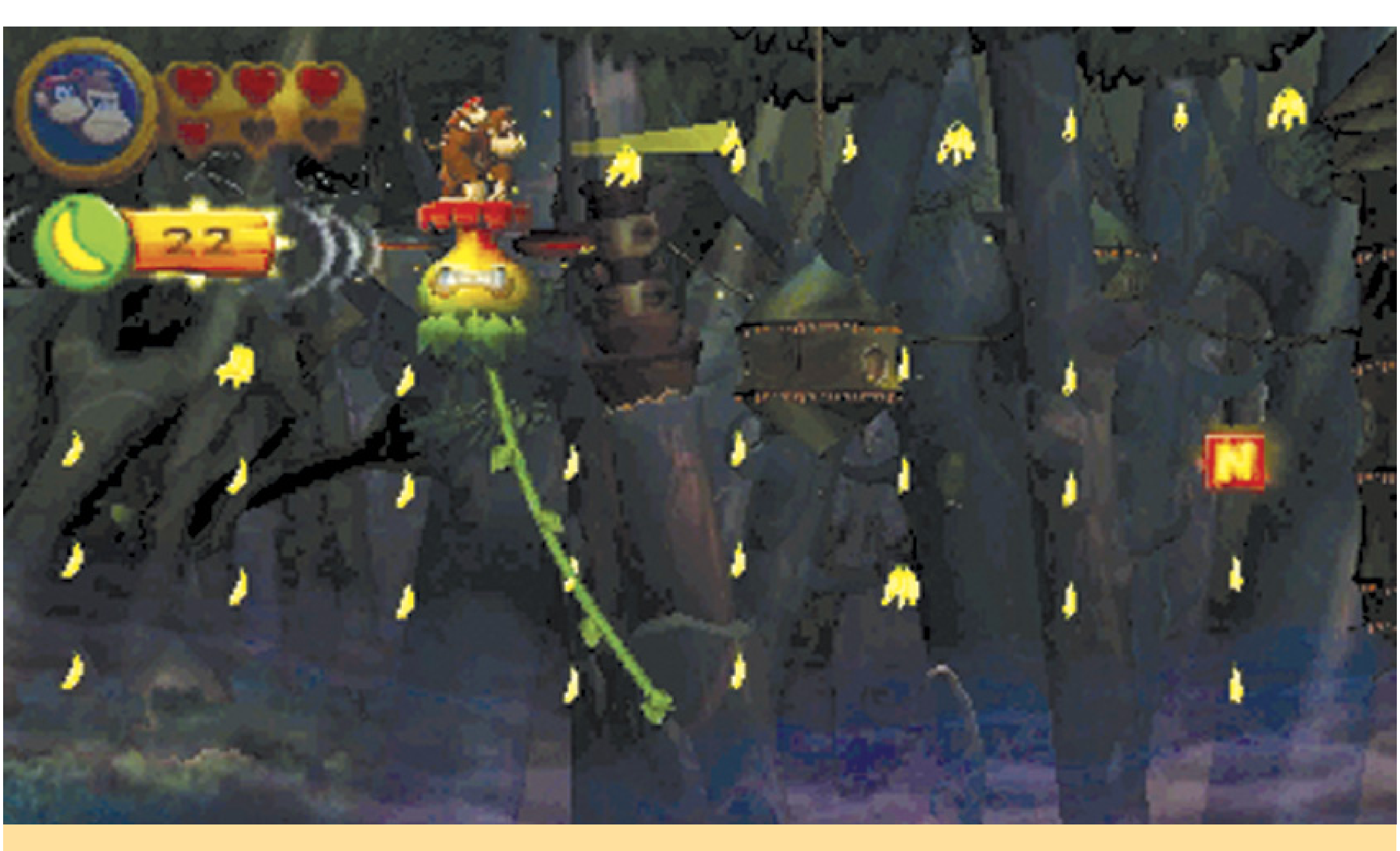
③ When you arrive at the next platform, pound the gourd to get a Puzzle Piece.



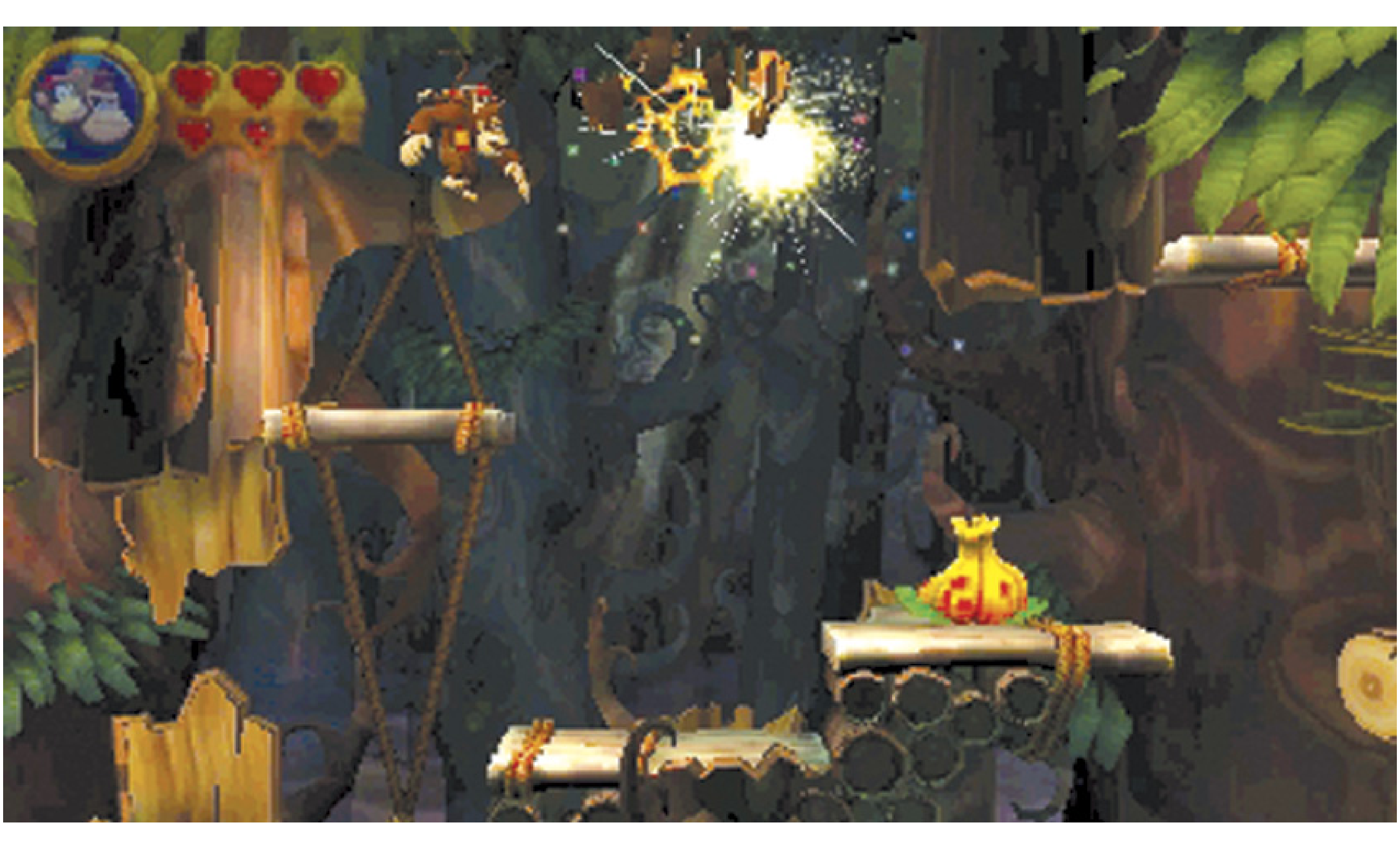
④ Get across to another platform and then work your way up the left side. Jump across two hanging vines to reach a barrel that will shoot you to a bonus area. As usual, clear out the balloon, coins, and bananas so you can leave with a Puzzle Piece.



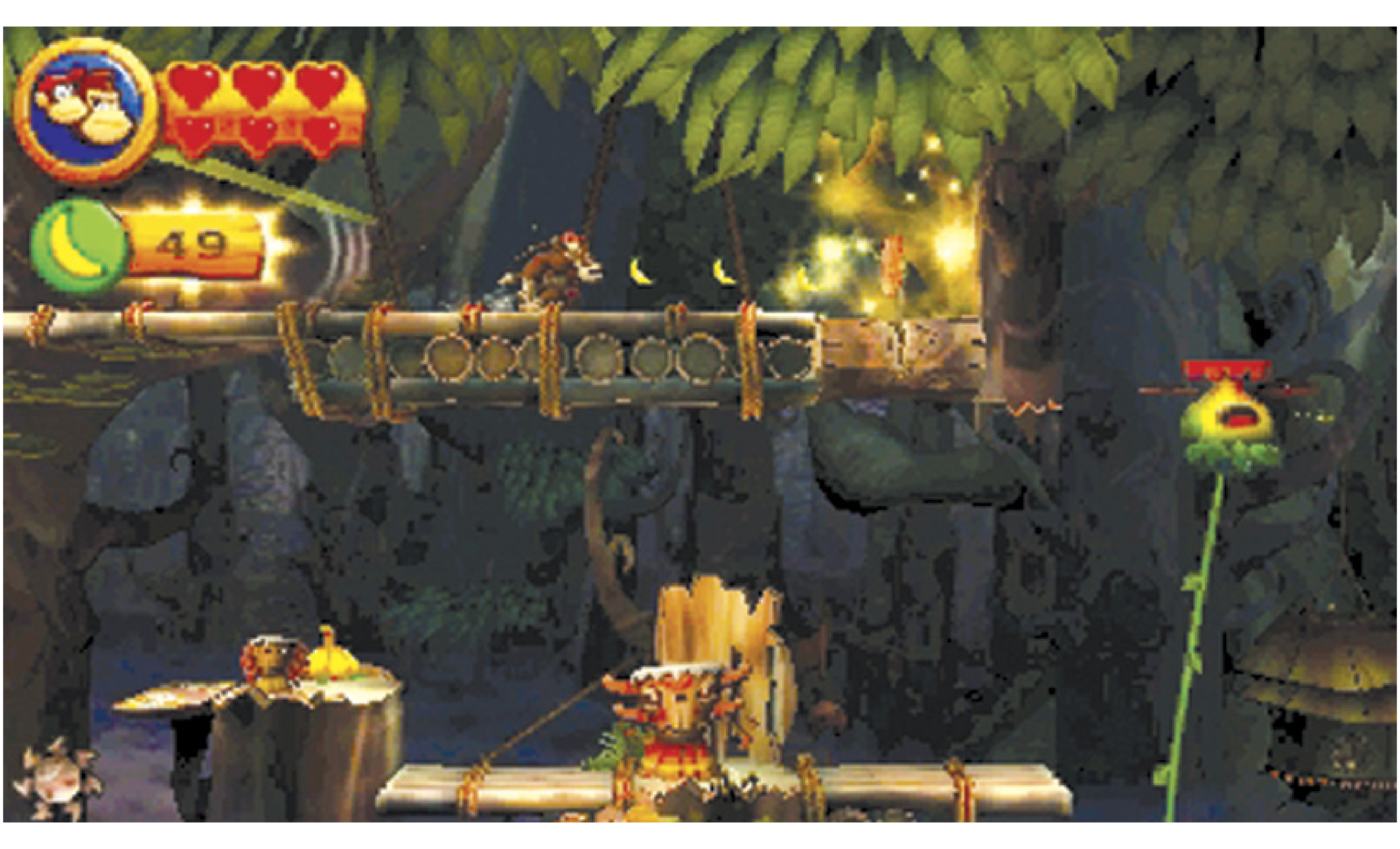
⑤ You have another opportunity to ride a moving vine. As you do, move up and down the vine to avoid Tiki Zings and to collect bananas and coins. The O KONG letter is following one of the groups of flying bananas. Position yourself to get it.



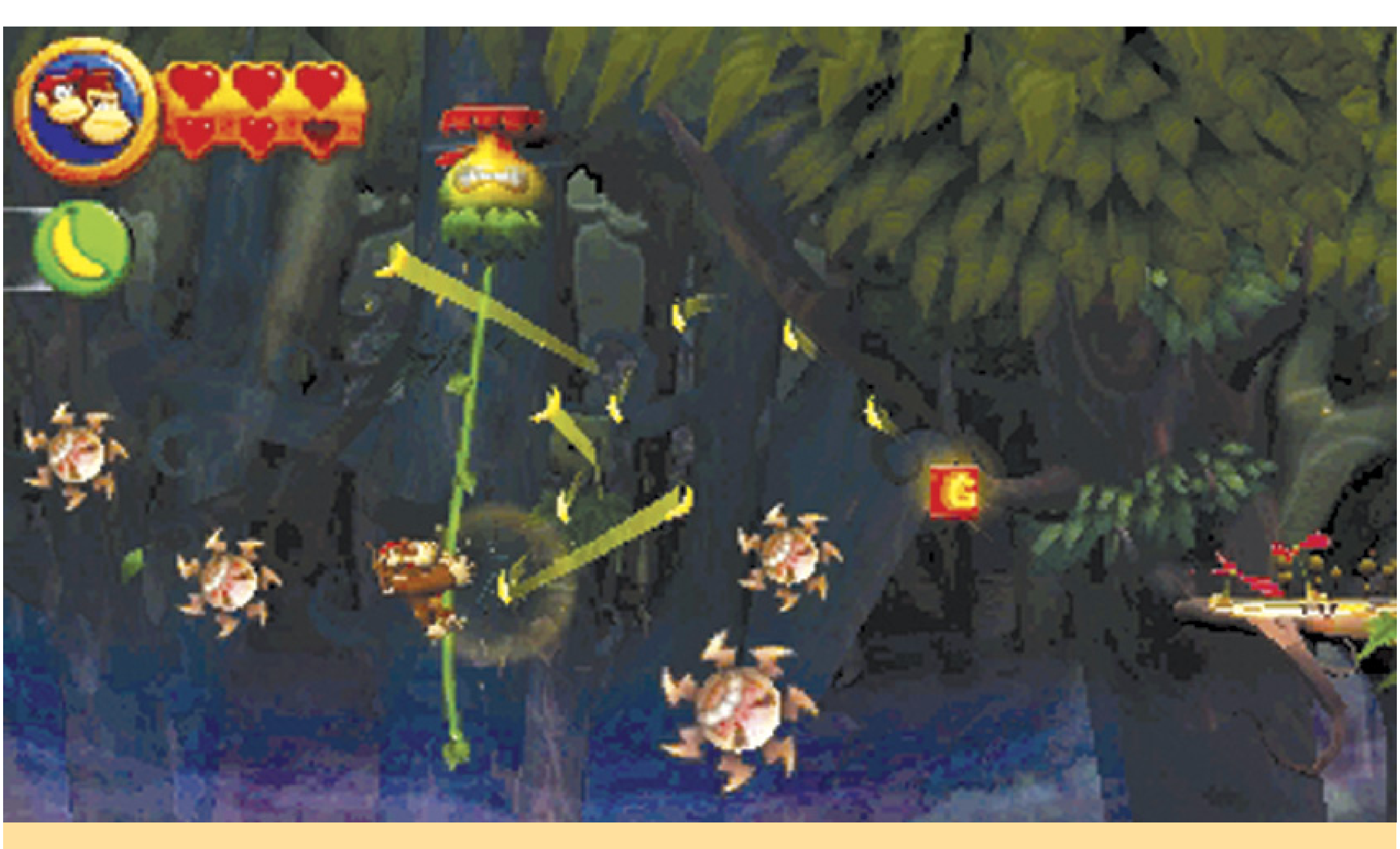
⑥ When you get off the vine, pound the cracked wood on the platform to fall into a barrel. It will shoot you up and then across so you land on top of a moving vine. As you approach the N KONG letter, jump to the right and then grab on to the vine as it goes by so you can get the letter.



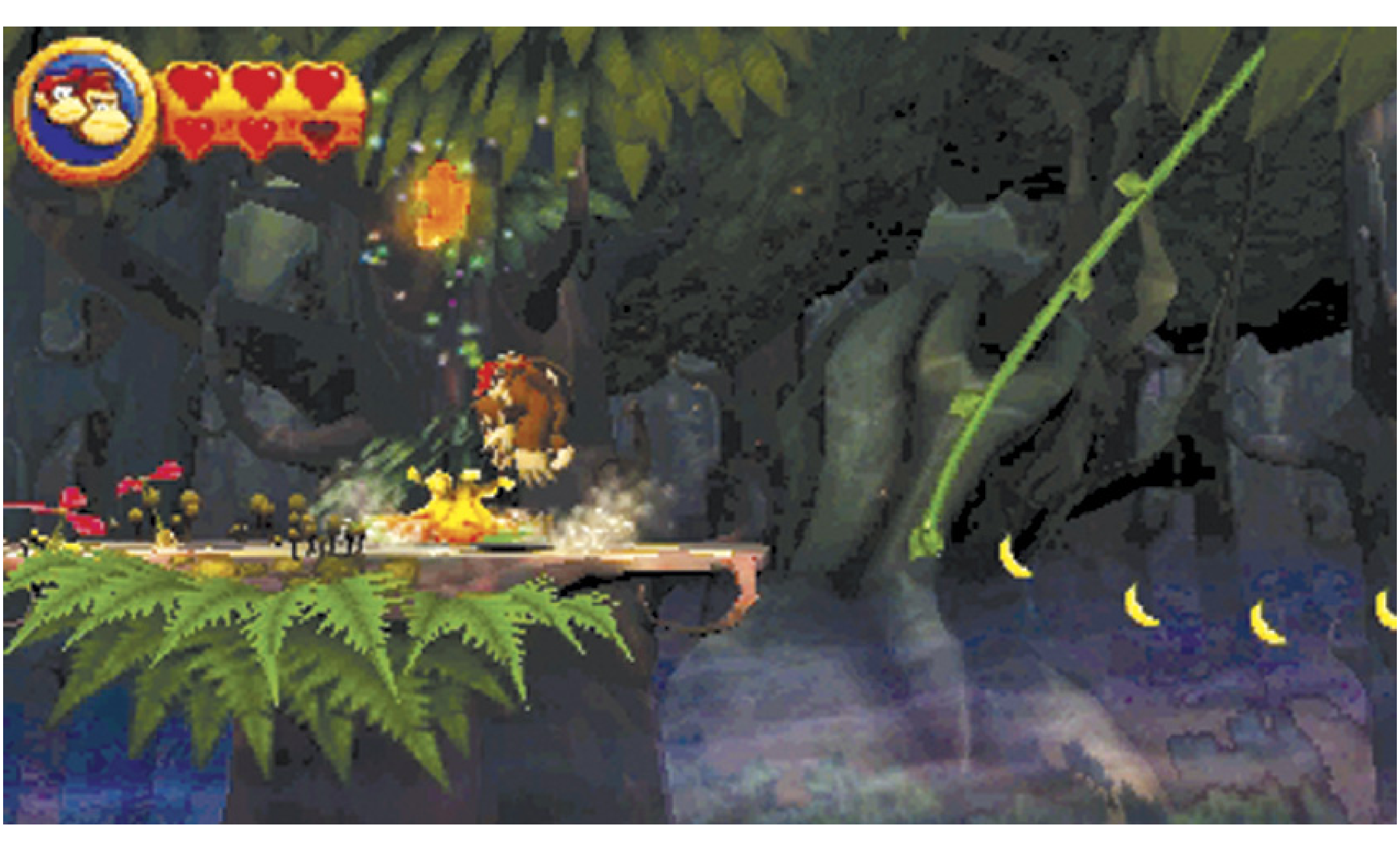
⑦ After passing the checkpoint, move up the steps to the right, and then jump to the left to find a hidden area with a DK Barrel. Grab it, and then jump and throw the barrel at the bag to get another Puzzle Piece.



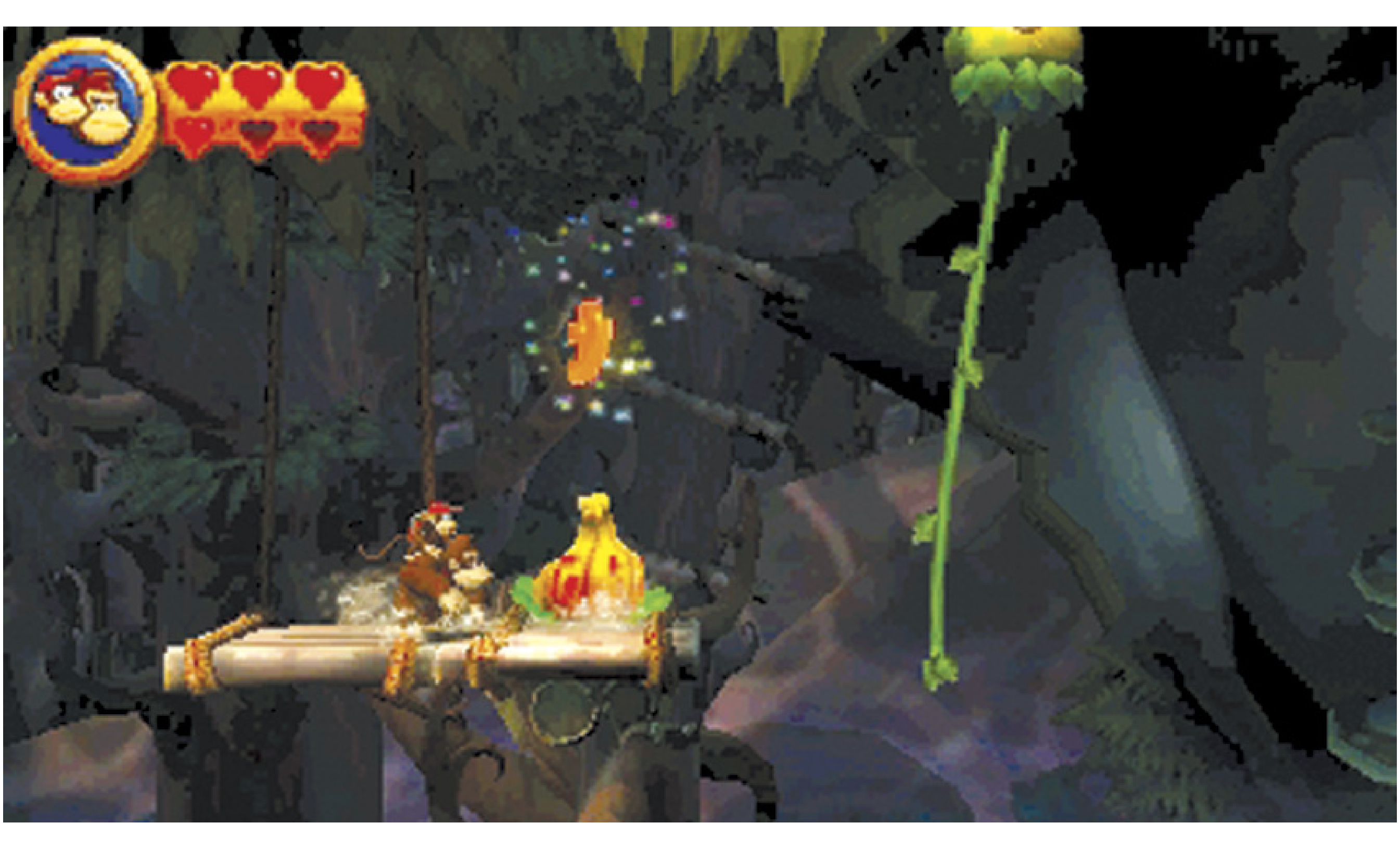
⑧ Continue to the right and pound a cracked piece of wood near a couple Tiki Zings. It will drop you into a barrel that shoots you up to a platform. Here you can grab a Puzzle Piece and some bananas. Pound another cracked piece of wood to get back down.



⑨ Ride along on a moving vine through lots of Tiki Zings. Collect flying bananas, and eventually the G KONG letter will come flying past you.



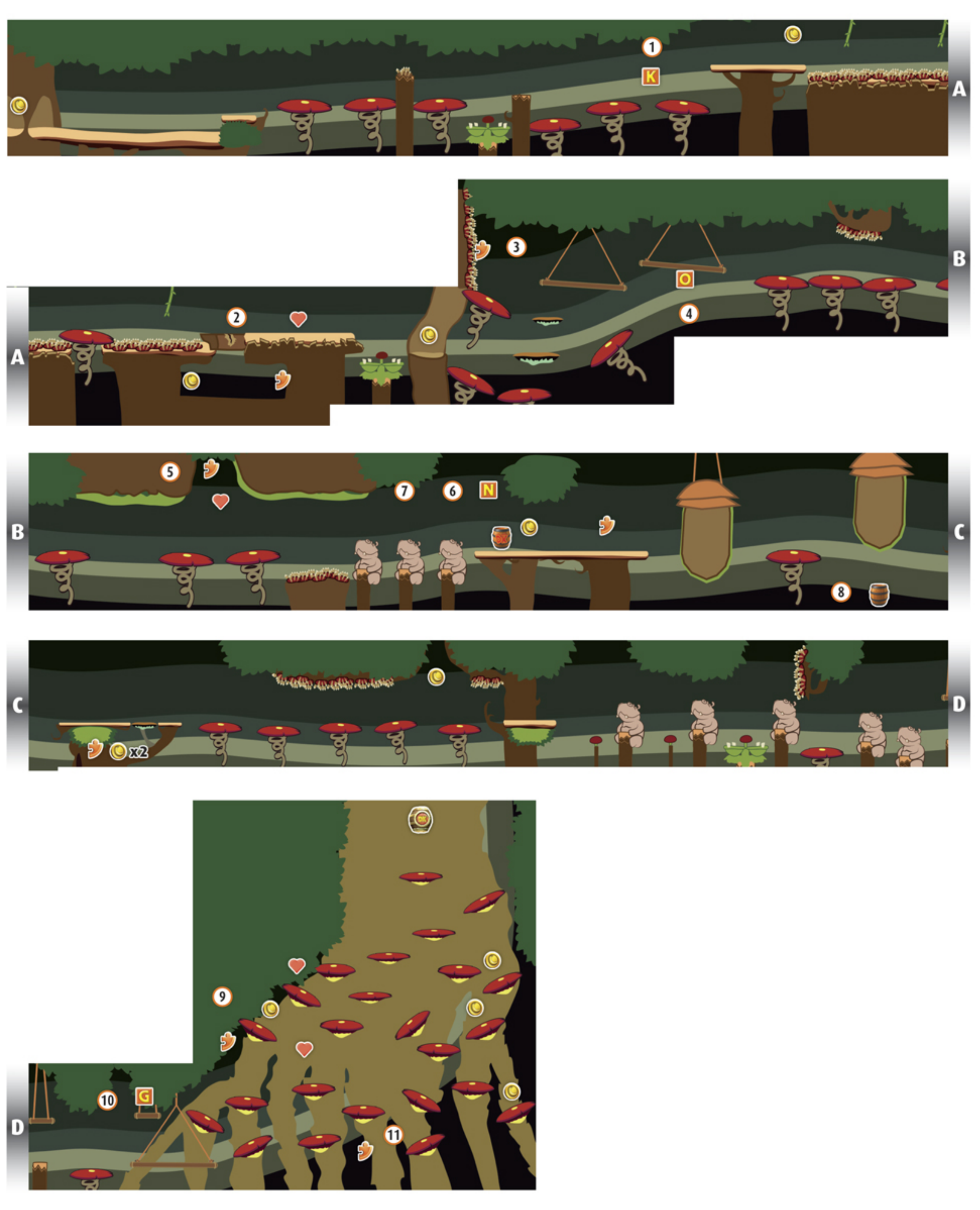
⑩ After getting off the vine, pound the gourd on the platform and it will give up a Puzzle Piece for you.

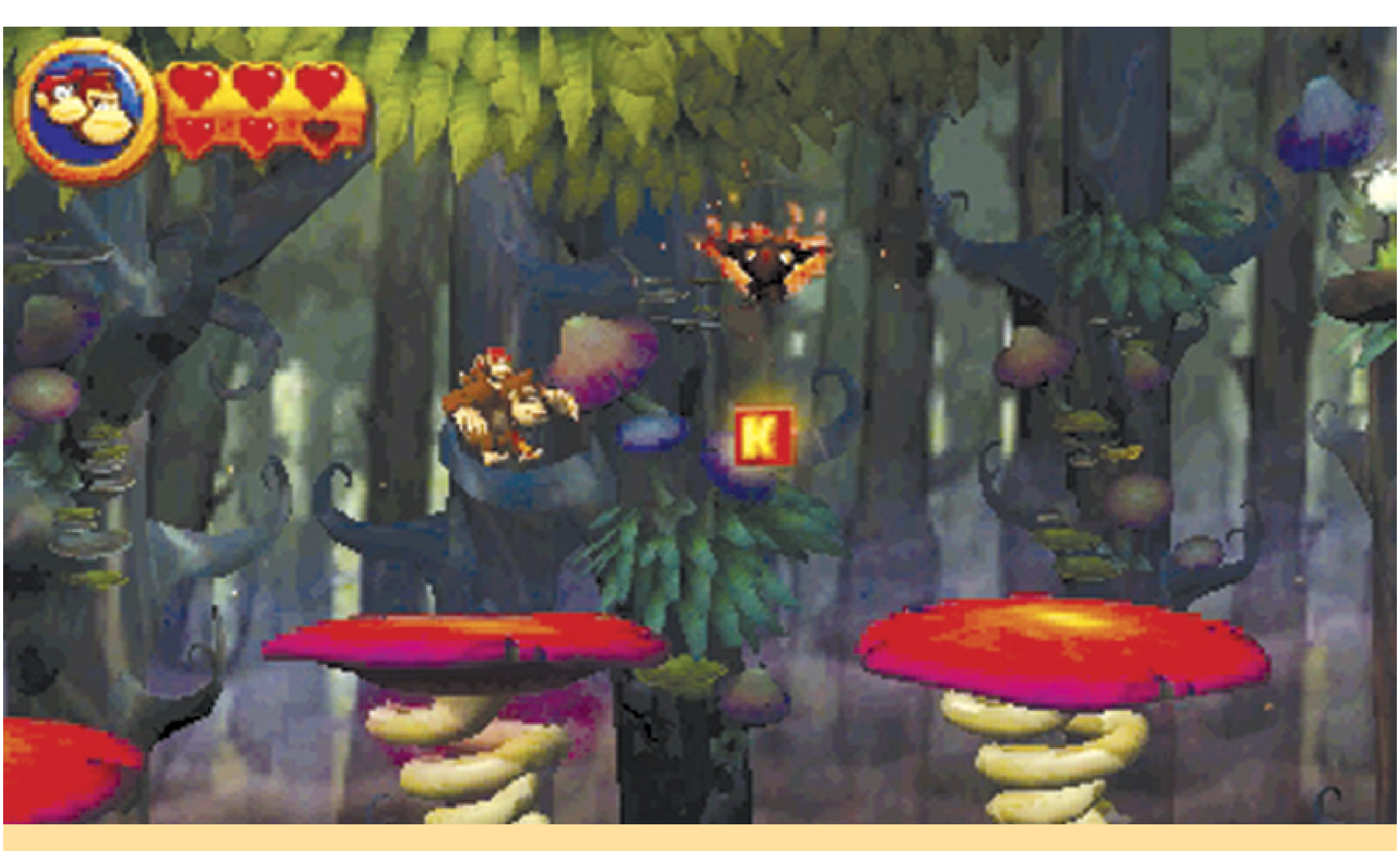


⑪ After getting across several different types of vines, you will land on a platform with a gourd. Pound the gourd to get the final Puzzle Piece. Finally, ride a moving vine past lots of Tiki Zings to reach the Slot-Machine Barrel and complete the level.

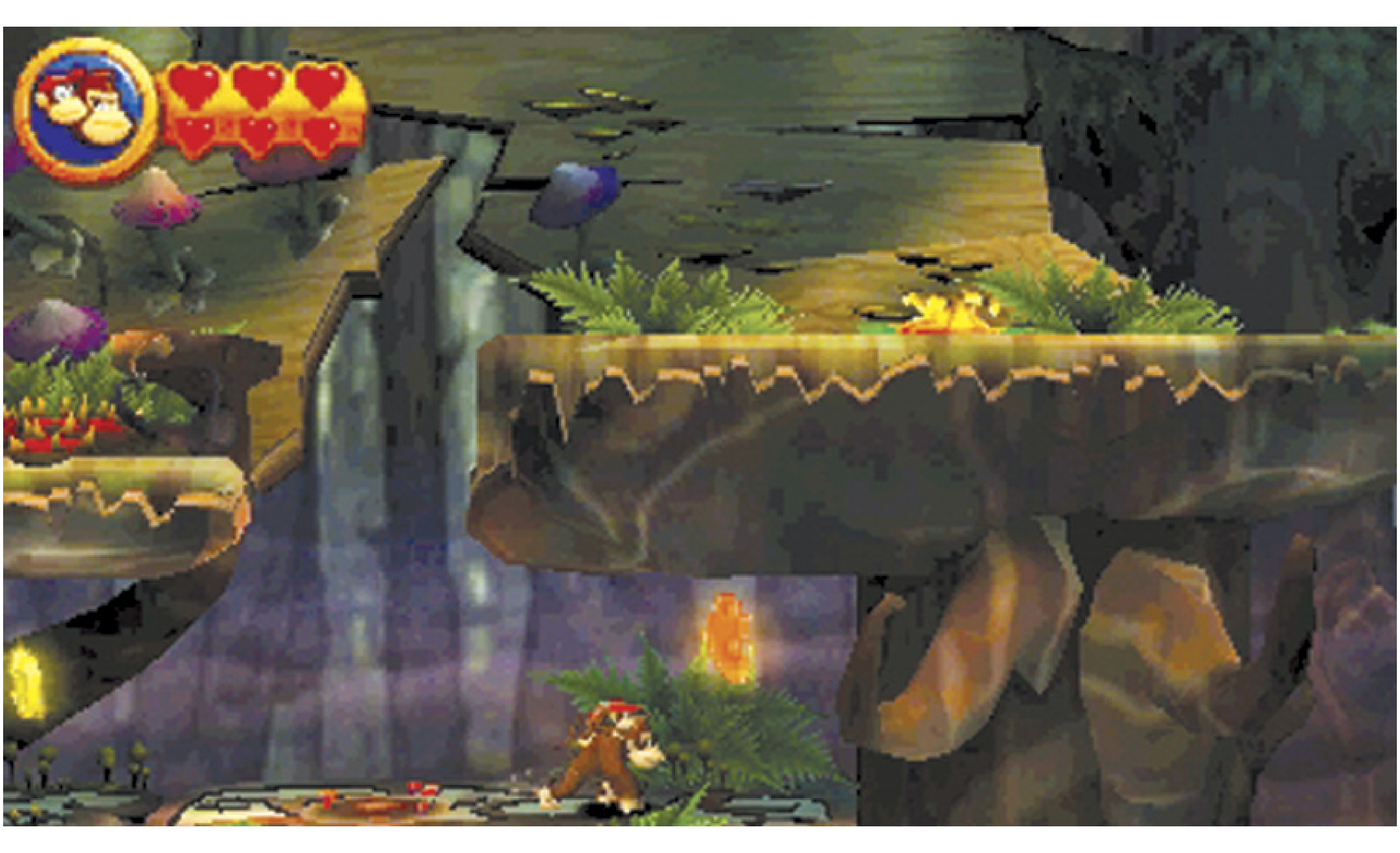
World 5

Springy Spores

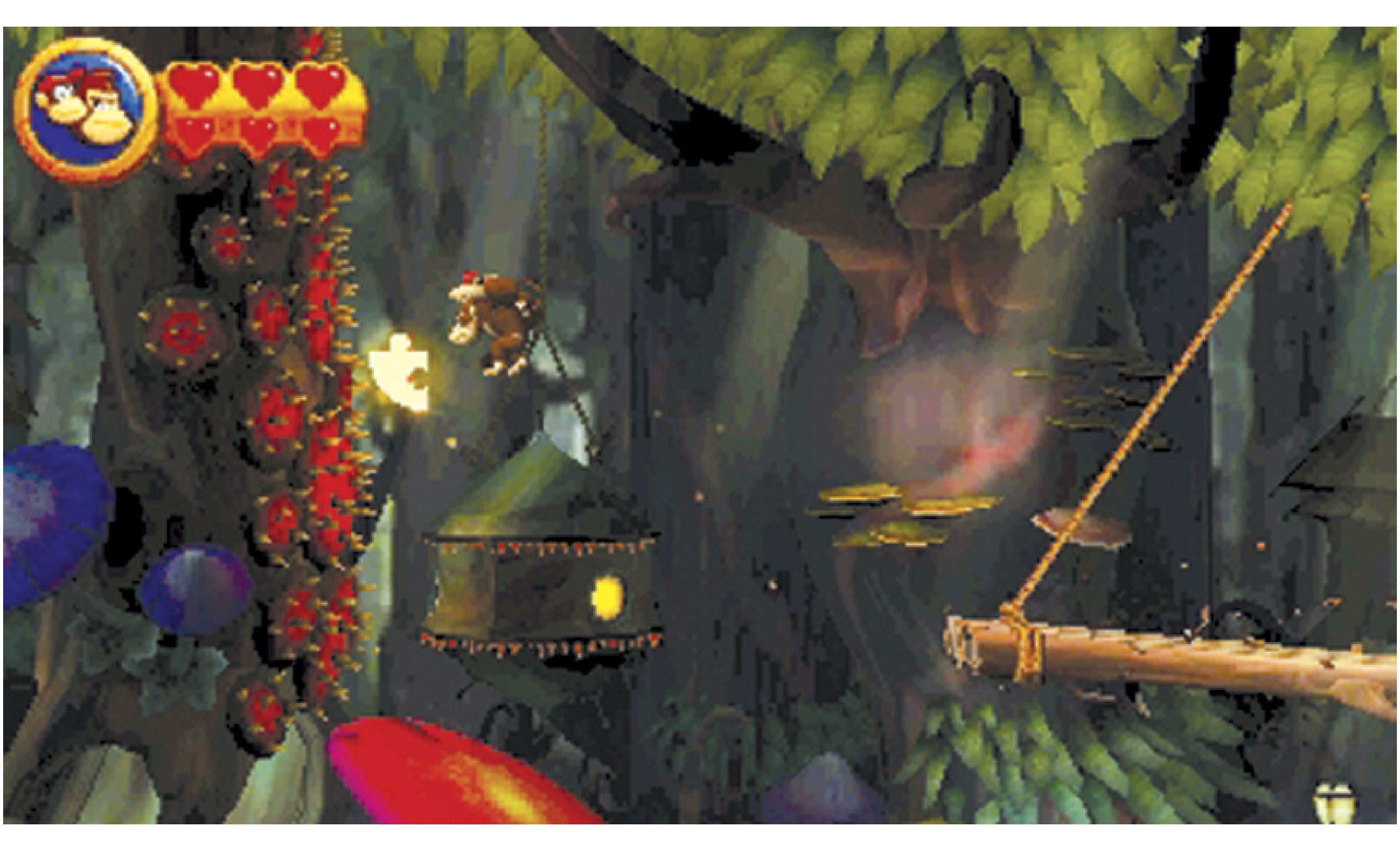




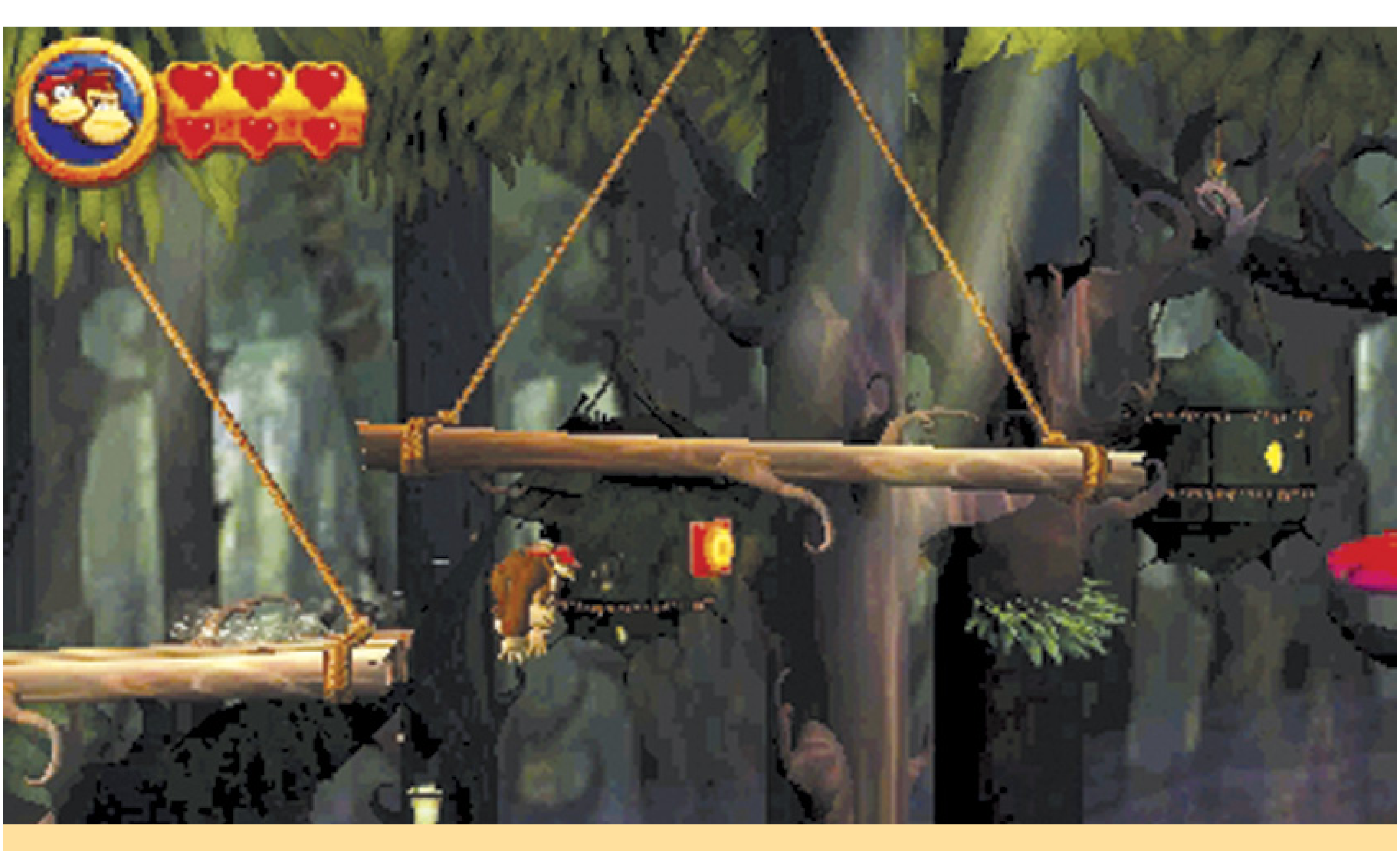
① K This level has a lot of bouncy mushrooms. As you find the K KONG letter, you also see a Flaming Tiki Buzz floating up and down over it. Wait until the Flaming Tiki Buzz is moving up and then just low-jump across to get the letter and continue on your way.



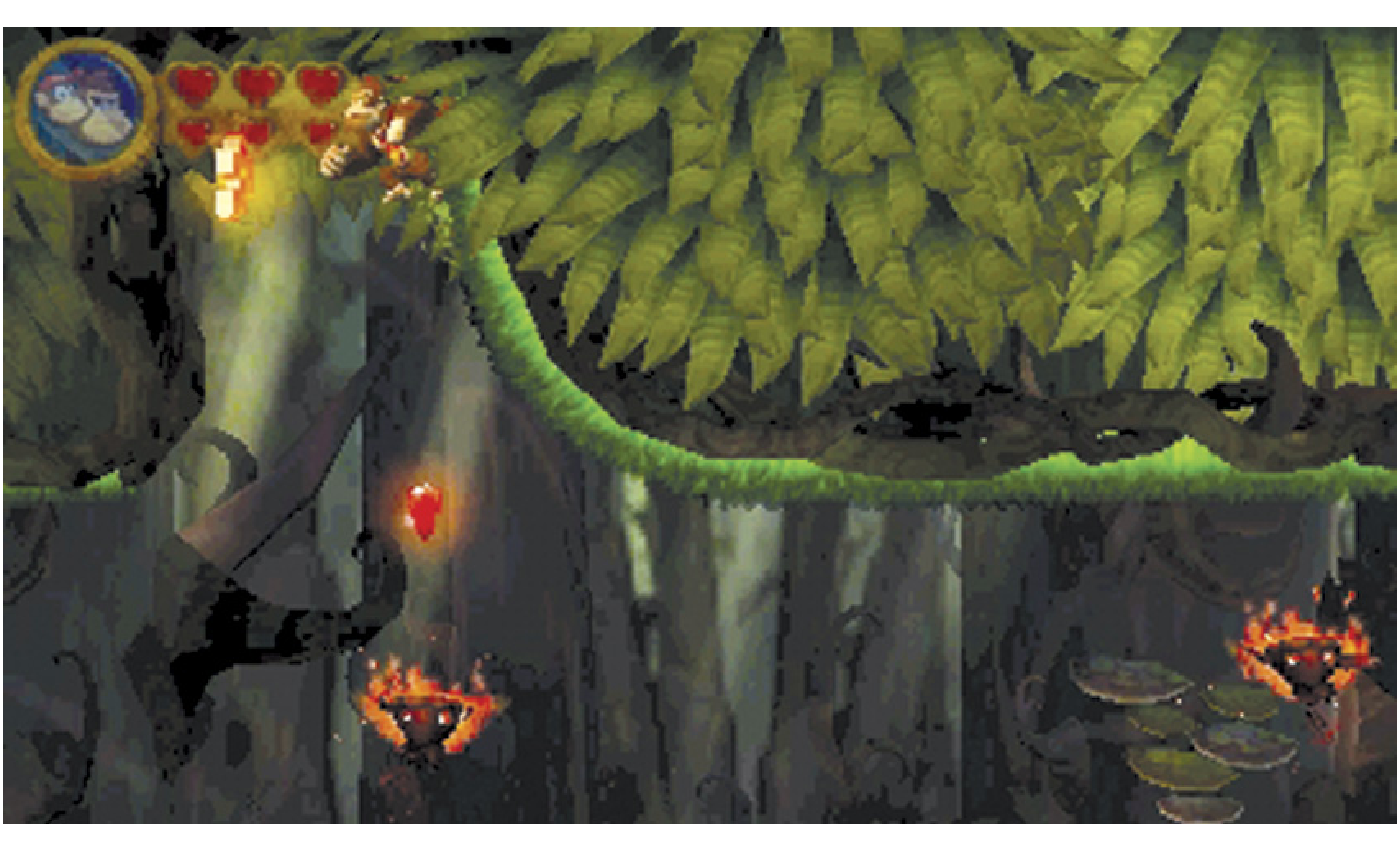
② After swinging your way through a log, pound on a trapdoor to drop into a hidden area. Here you can pick up a Puzzle Piece. Pound the ground to make a mushroom grow so you can jump back up to the main platform.



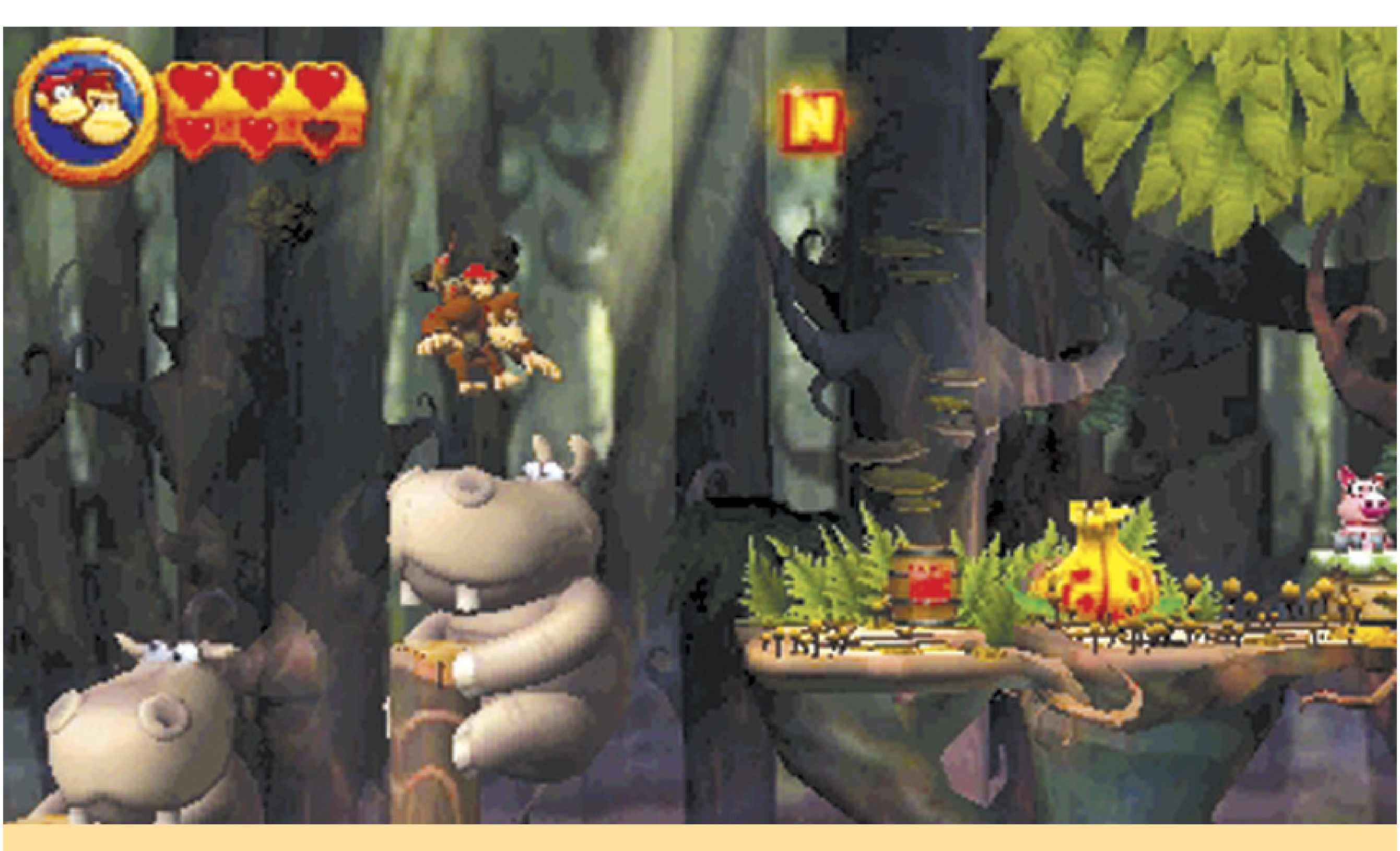
③ Jump your way up a series of mushrooms to a swinging platform. Clear off the Tiki Goons and then wait for it to swing to the left. Run and hover-jump off the left side to get the Puzzle Piece. Be careful not to hit the spikes next to the piece. Drop onto the mushroom below, and bounce back to the platform so you can keep going.



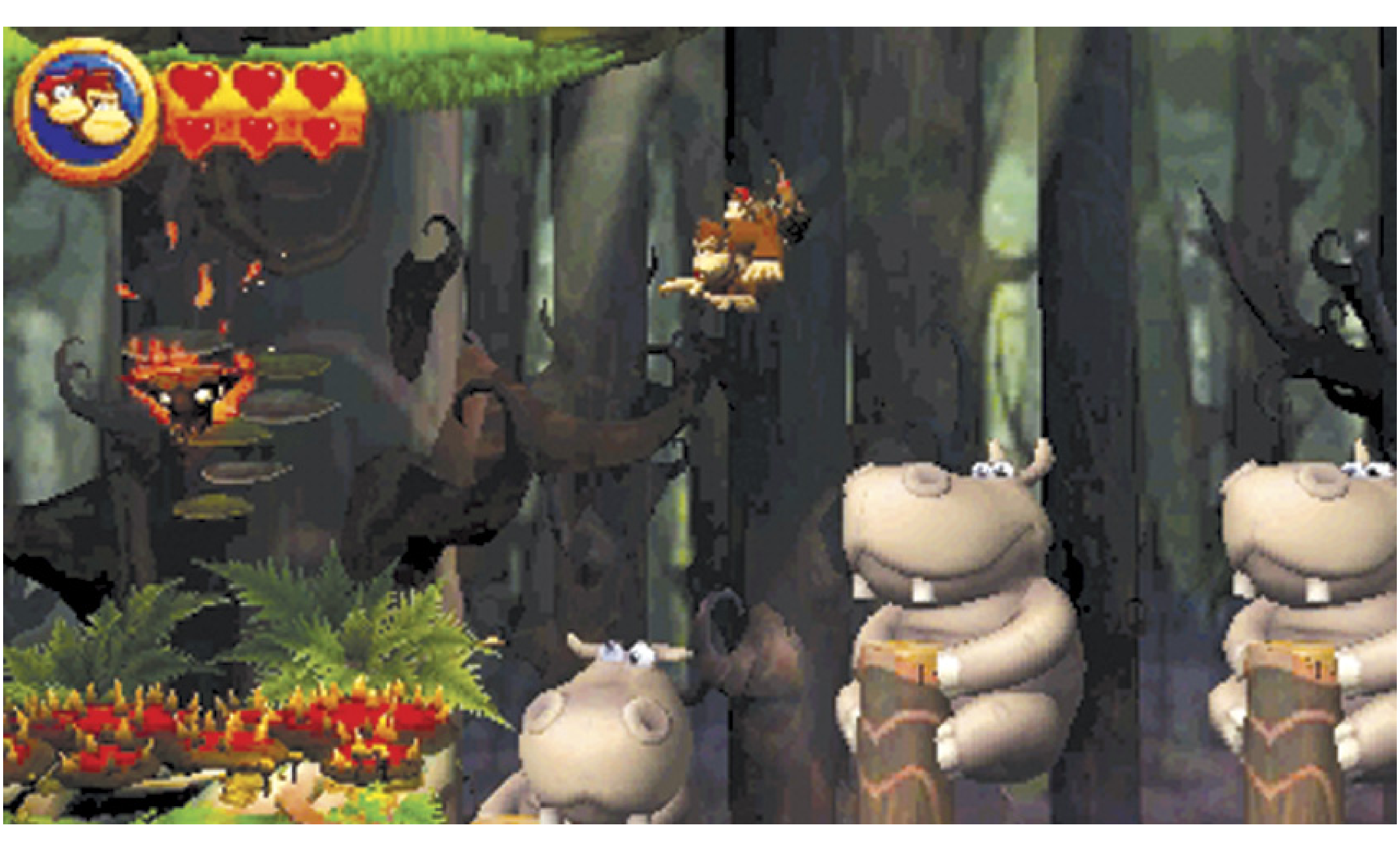
④ O Now roll off the right side of this platform, and jump in midair to get the O KONG letter; then land on the platform with a couple of Tiki Goons.



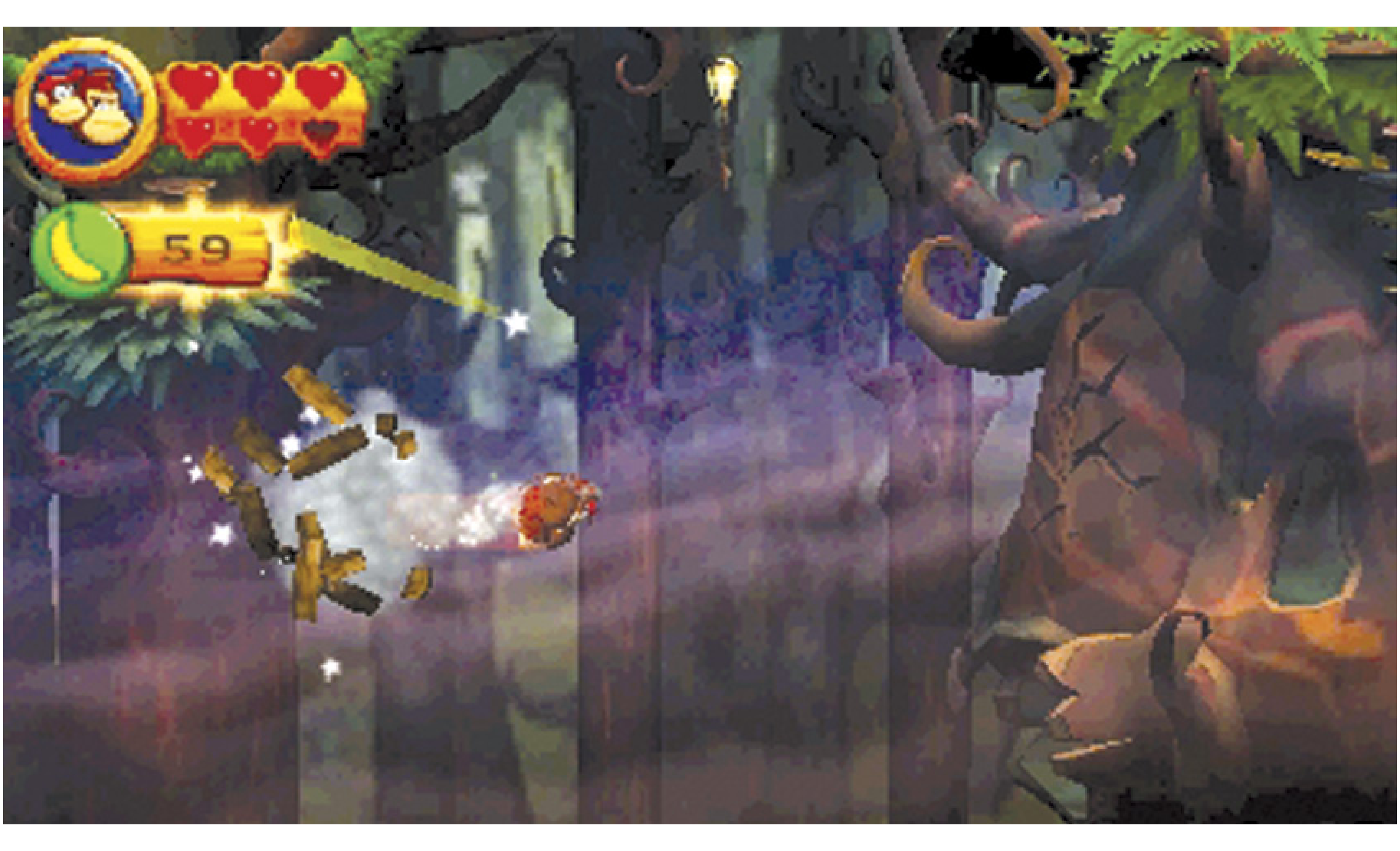
⑤ When you reach the area with grassy layers you can climb on, jump across to the right side, avoiding the Flaming Tiki Buzz in the process. Then jump up to the grassy layer and climb it, heading left to find a Puzzle Piece.



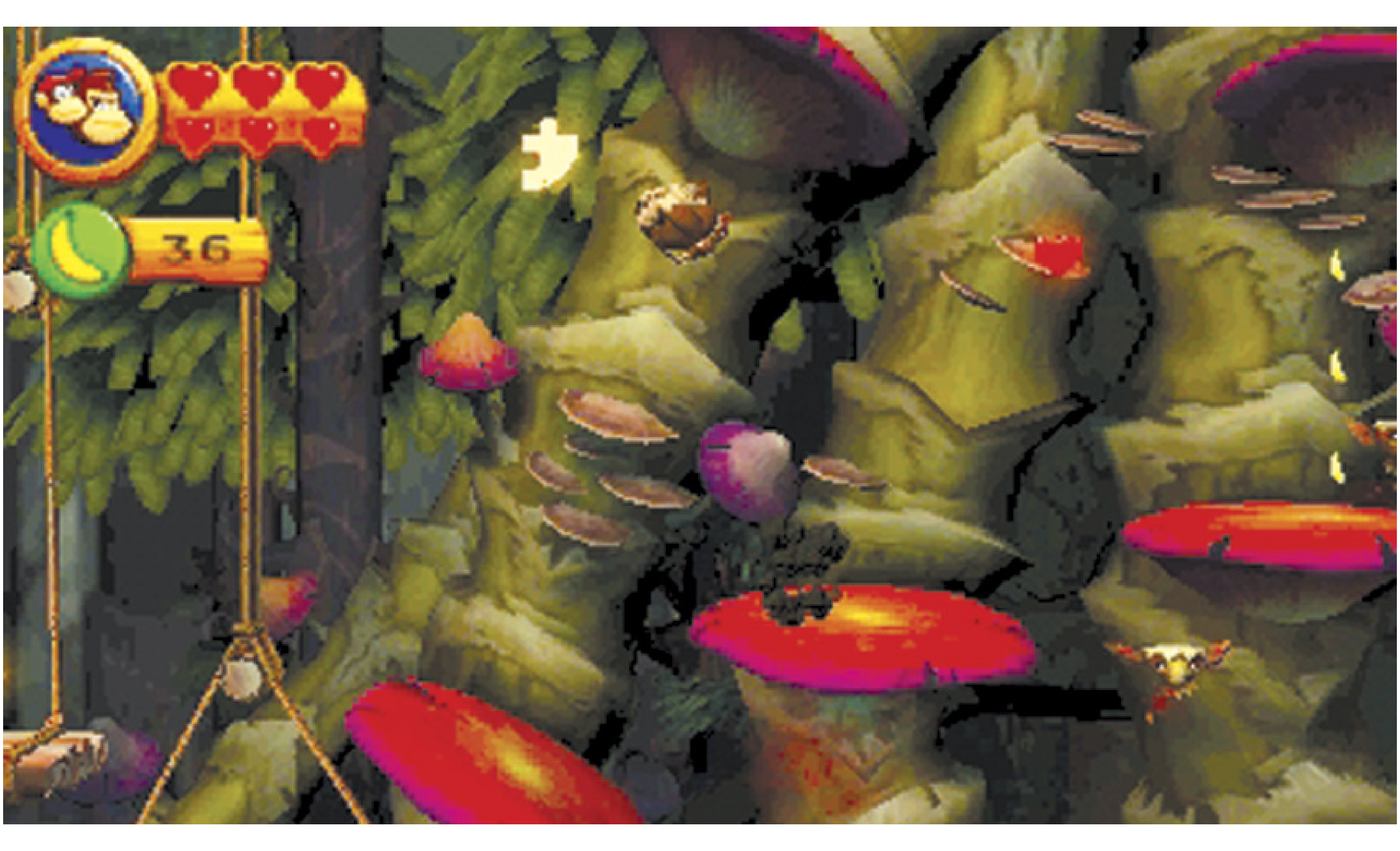
⑥ N Continue to the right and jump across a series of Bopapodamuses. You must bounce off the last one to get high enough to reach the N KONG letter.



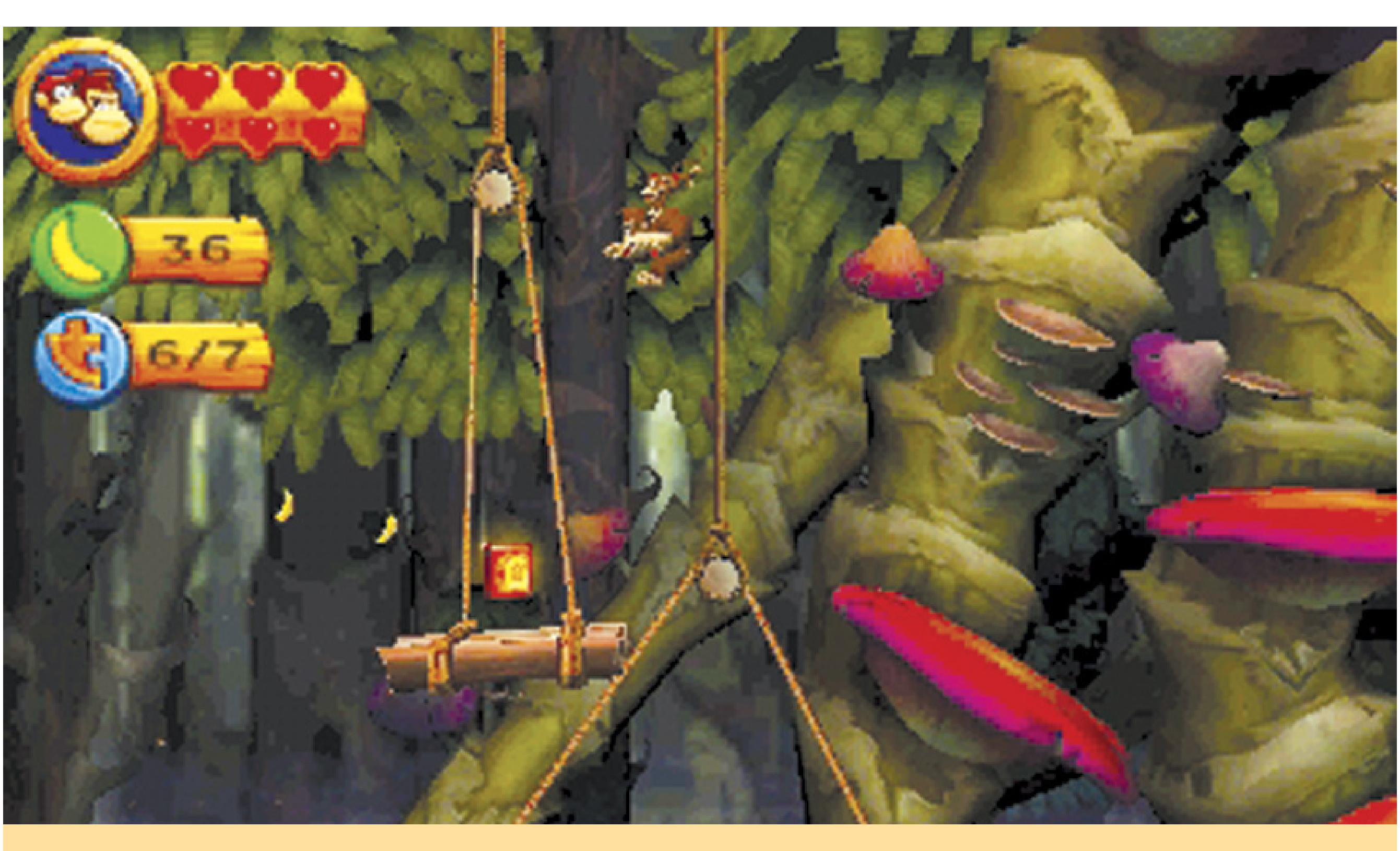
⑦ As you are crossing these three Bopapodamuses, jump on each of them four times. This will cause them to fall down. Once all three of them are gone, collect a Puzzle Piece on the platform to the right of the Bopapodamuses.



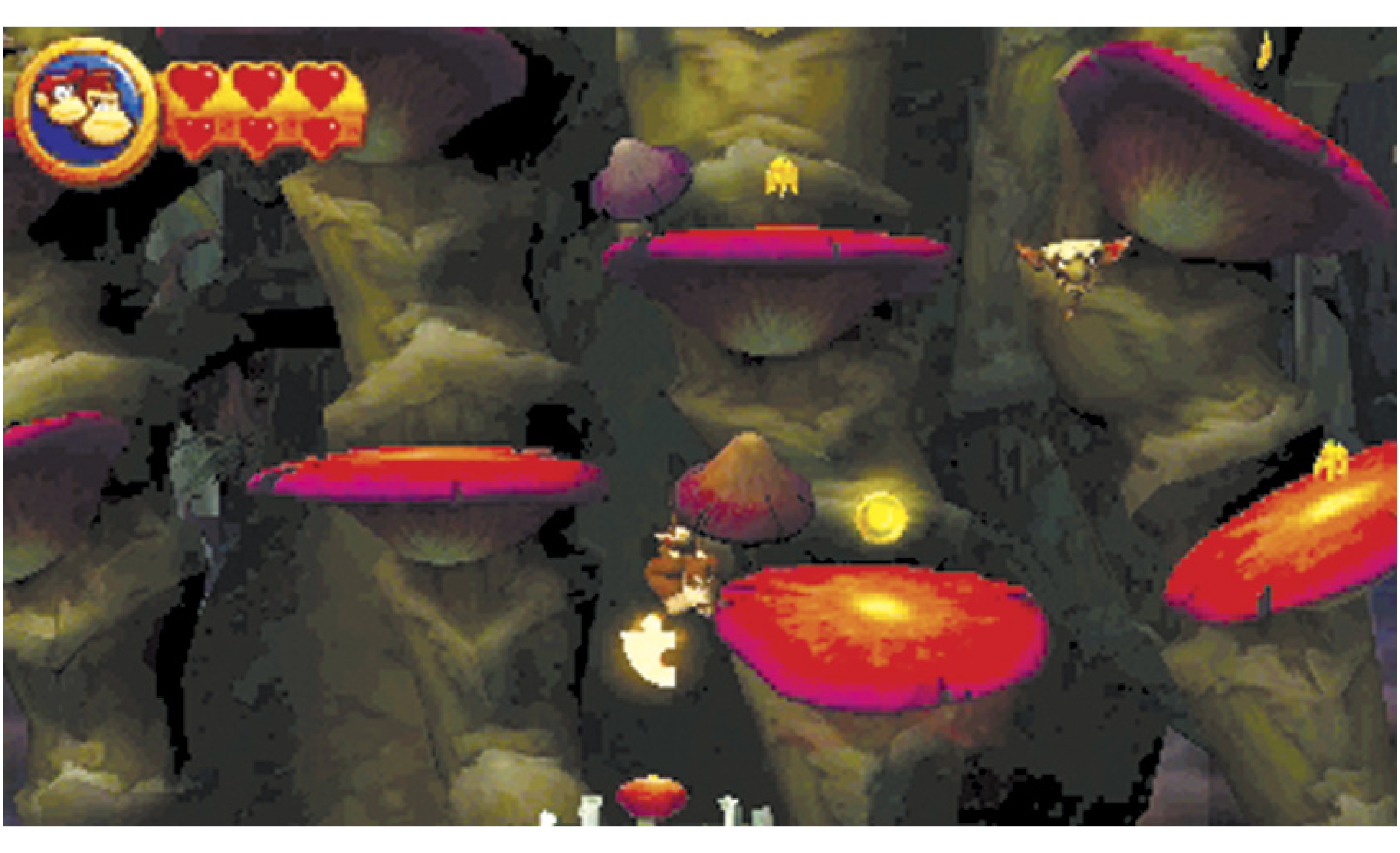
⑧ Jump across to the second of a pair of swinging huts. Get down to the bottom and drop where there is a line of bananas; you land in a barrel. This will blast you to a bonus area where you must shoot back and forth between barrels to clear out the coins and bananas to get your next Puzzle Piece.



⑨ You will eventually arrive at an area with lots of mushrooms. Bounce your way up along the left side to get a Puzzle Piece floating there.



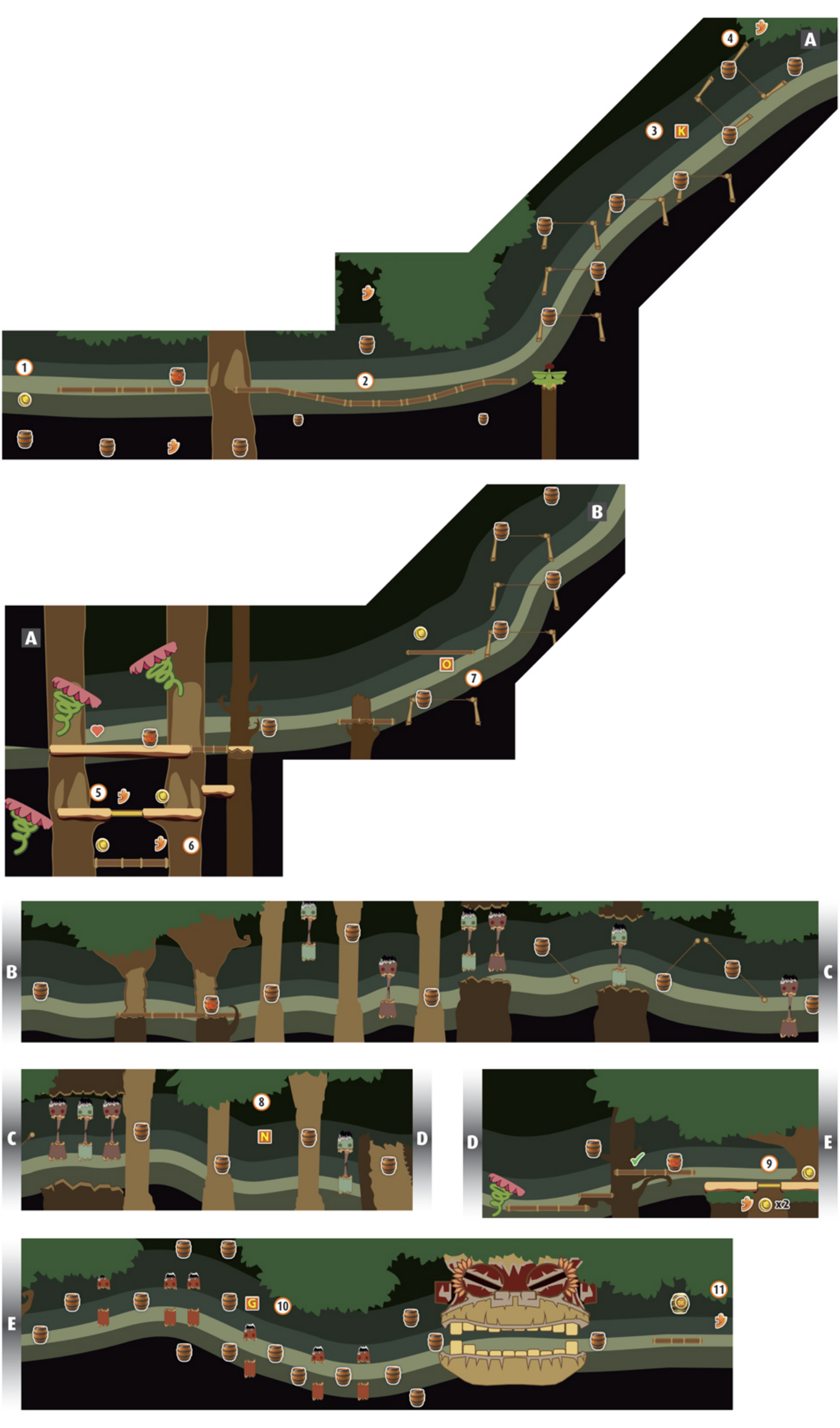
⑩ G After getting the Puzzle Piece, jump back to the same mushroom and hover-jump across to the left to get the G KONG letter, which is on a hanging platform.

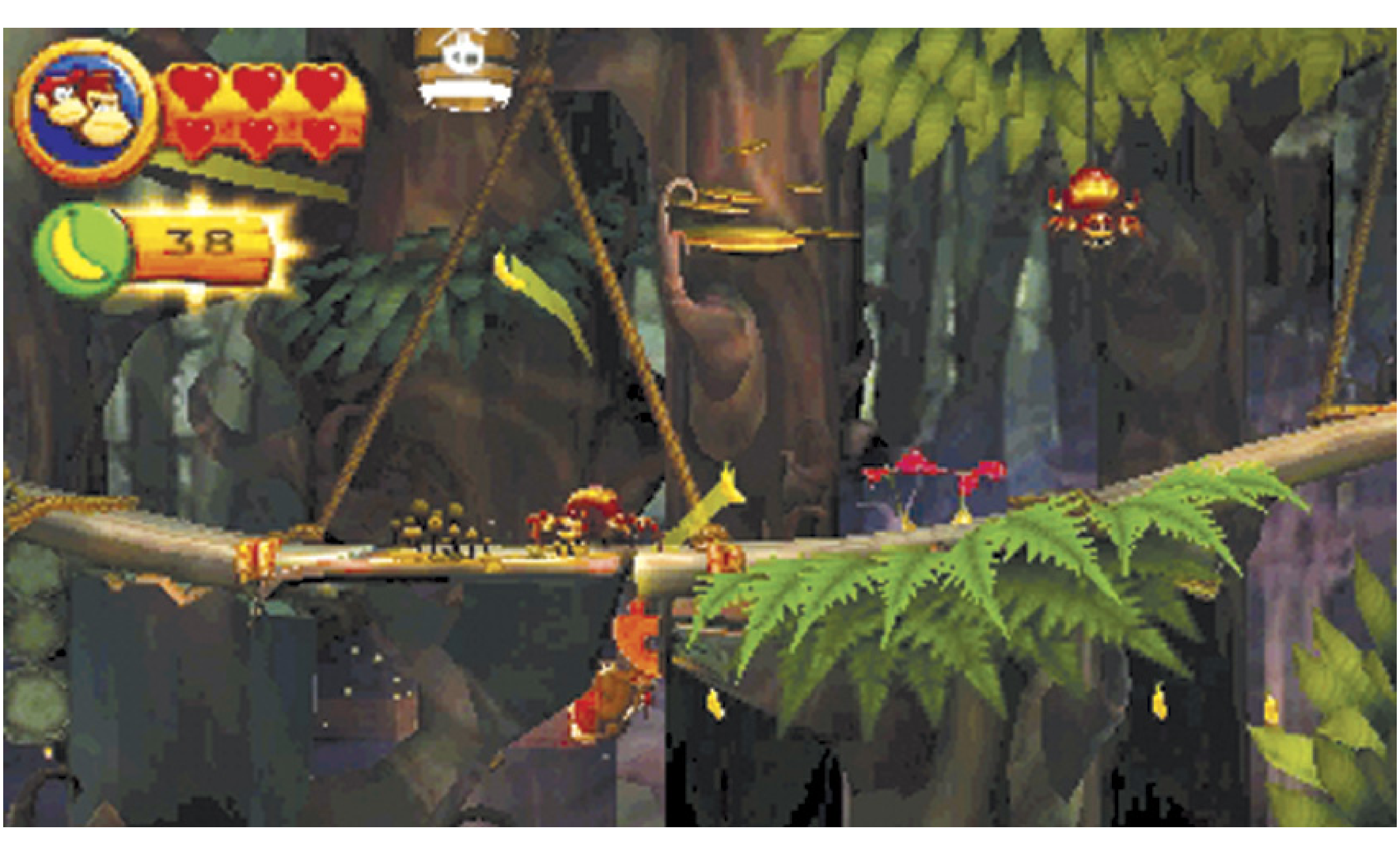


⑪ Once back in the batch of mushrooms, work your way to the bottom to find the last Puzzle Piece. You must drop onto it and then bounce off the tongue of a plant to get back up. Finally, bounce your way up to the top of all the mushrooms, collecting coins and bananas along the way. Hit the Slot-Machine Barrel at the very top to complete the level.

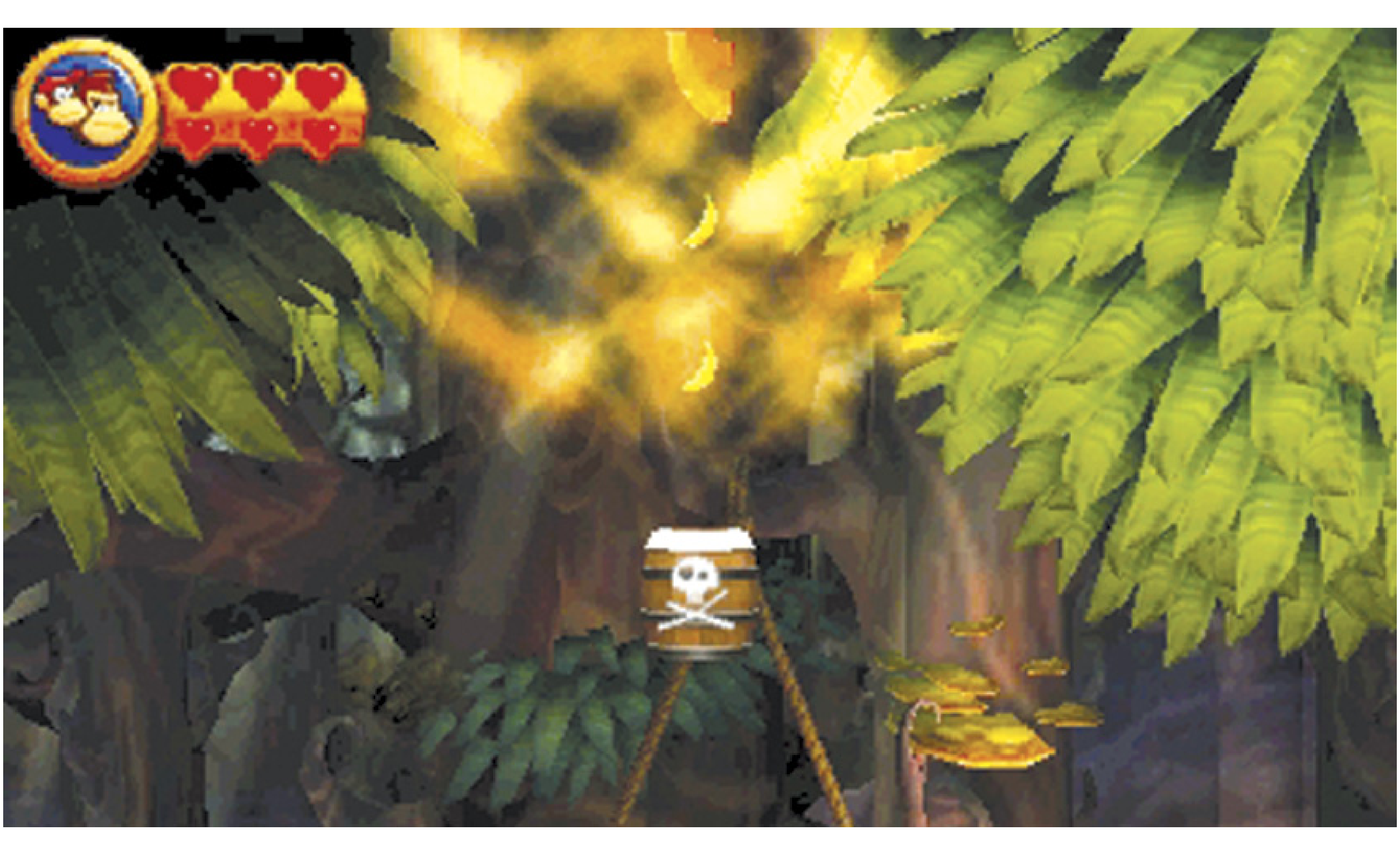
World 5

Longshot Launch

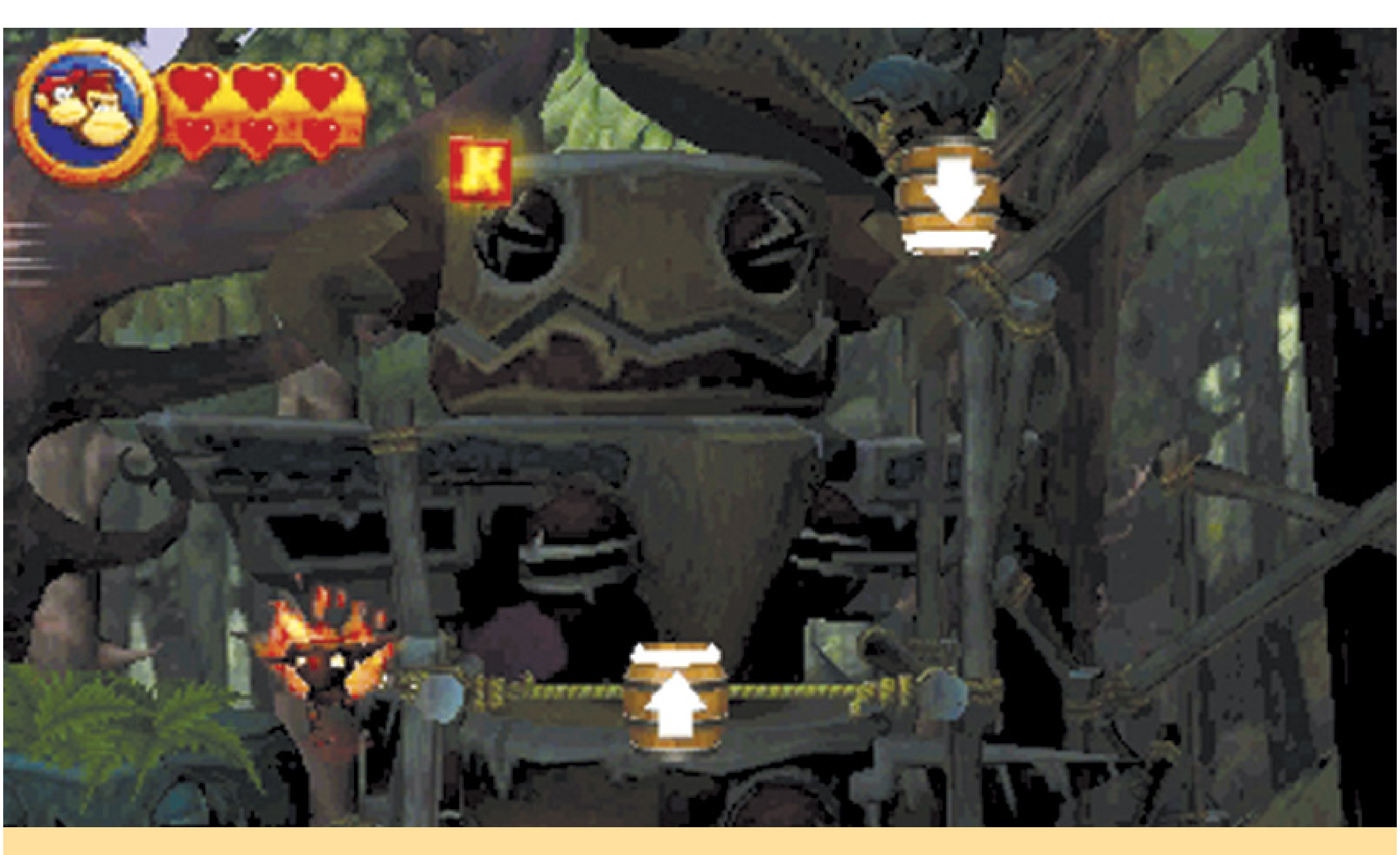




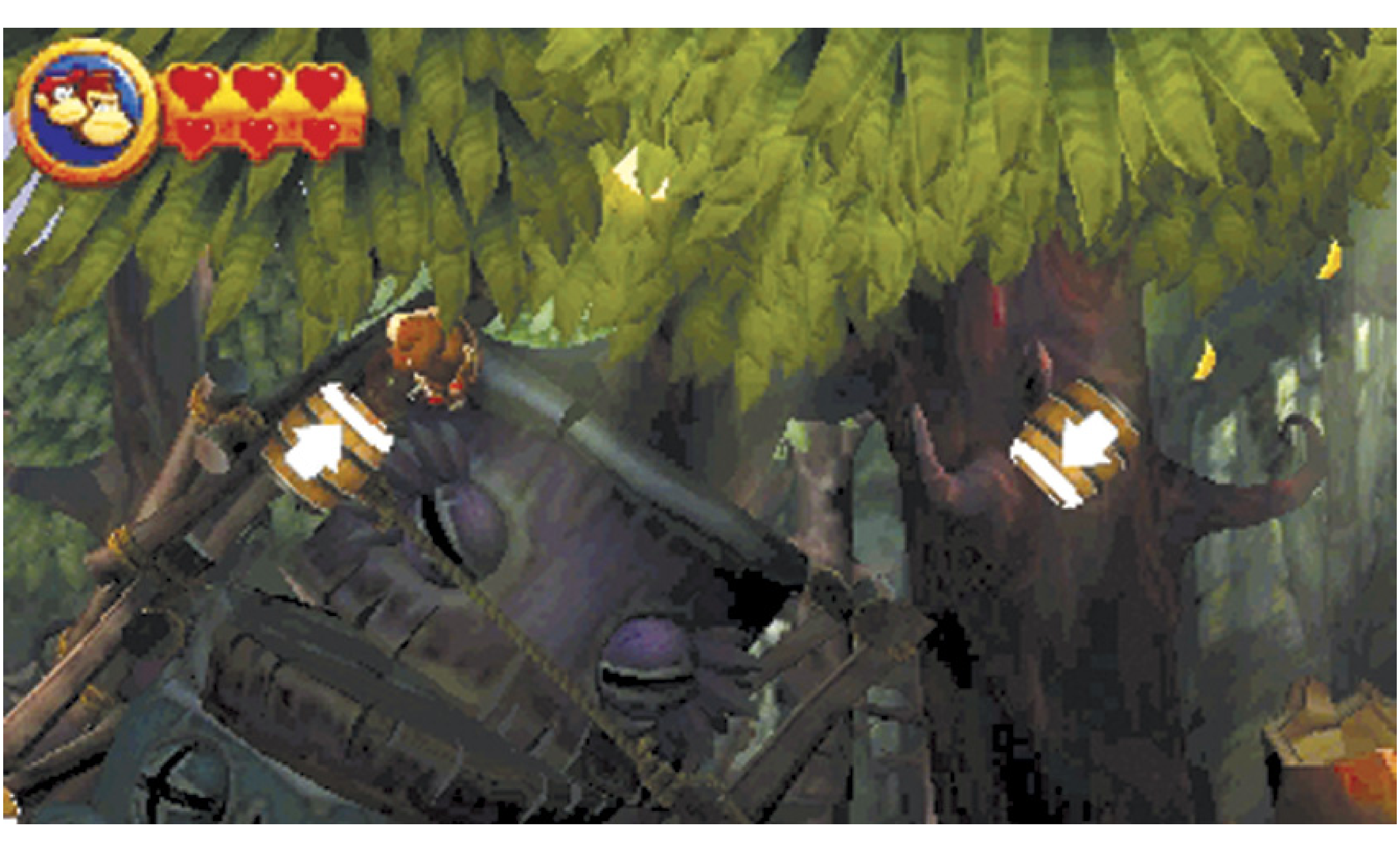
① At the start of this level, get the DK Barrel and then jump down off the left edge where you see a banana. You will then drop into a barrel and shoot across to the right under the platforms to get lots of bananas and a Puzzle Piece before shooting back up to the platform.



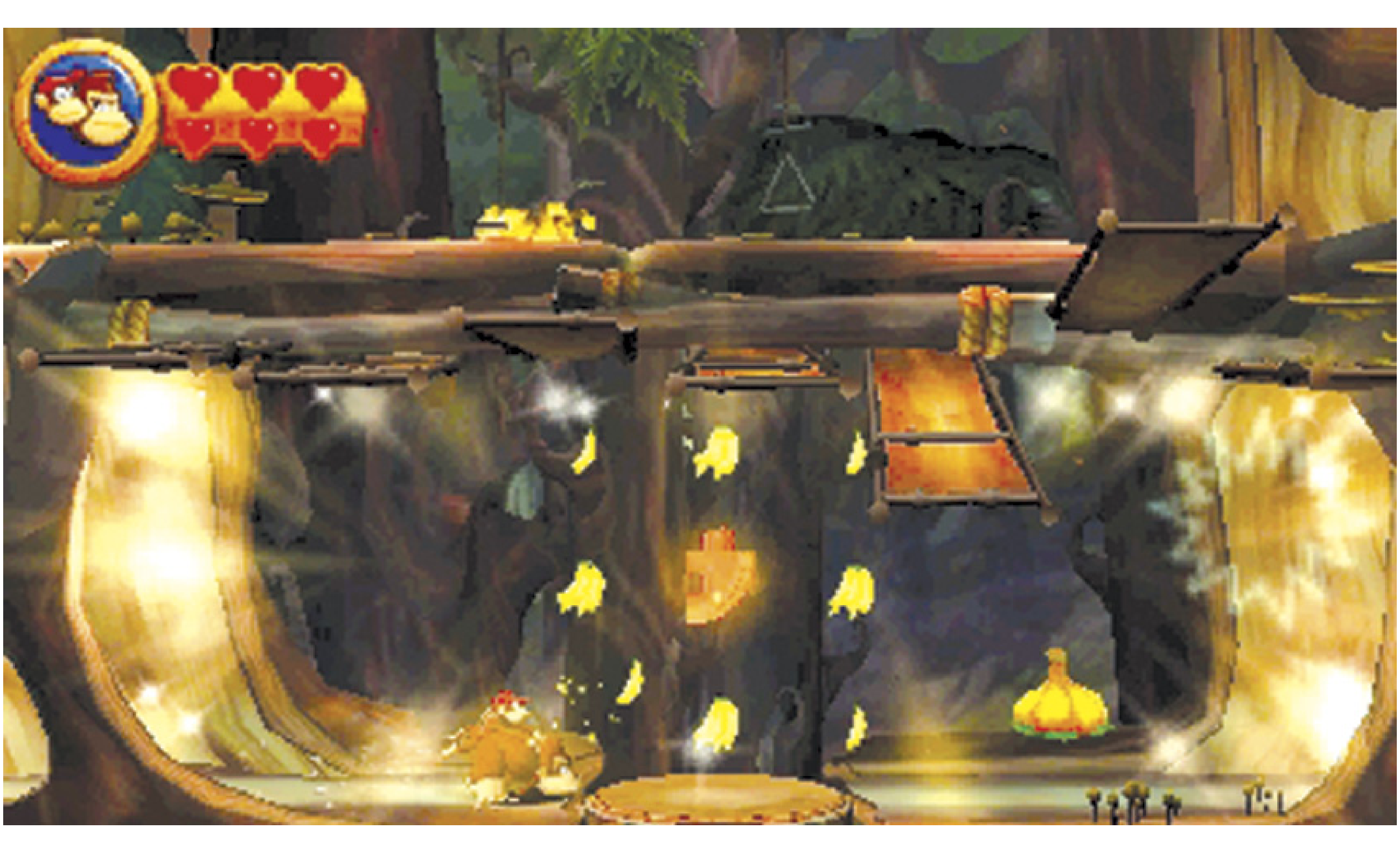
② Head left along the platform until you see a barrel. It is too high for you to jump to. Wait for a Tiki Boing to come along, and jump off it to get into the barrel. It will shoot you up to get a Puzzle Piece.



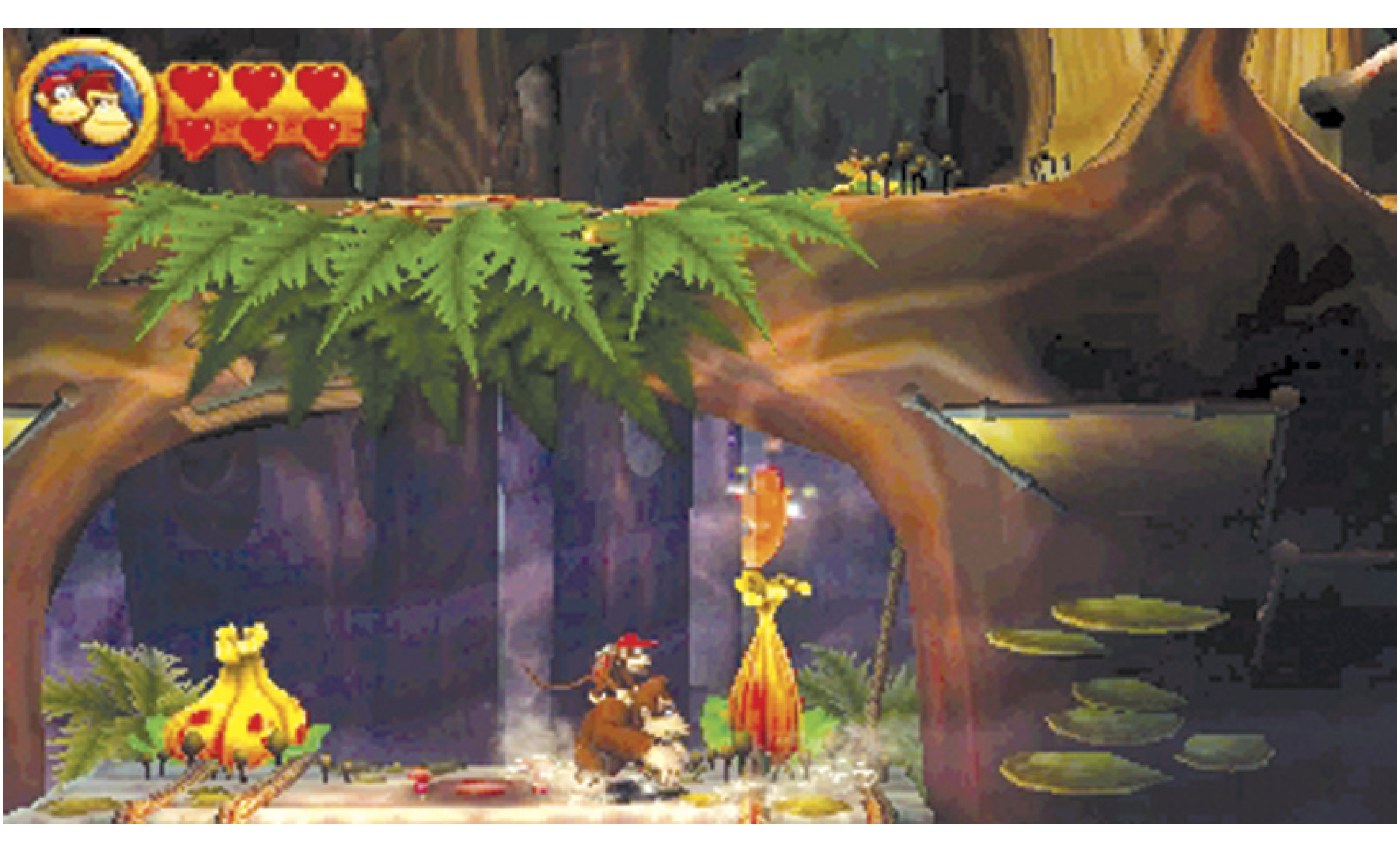
③ K Take your time when you reach the section where you shoot from barrel to barrel, avoiding Flaming Tiki Buzzes. Near the top of this section, you can shoot your way up to a K KONG letter and then drop back down into a barrel. Once you have the letter, keep going from barrel to barrel.



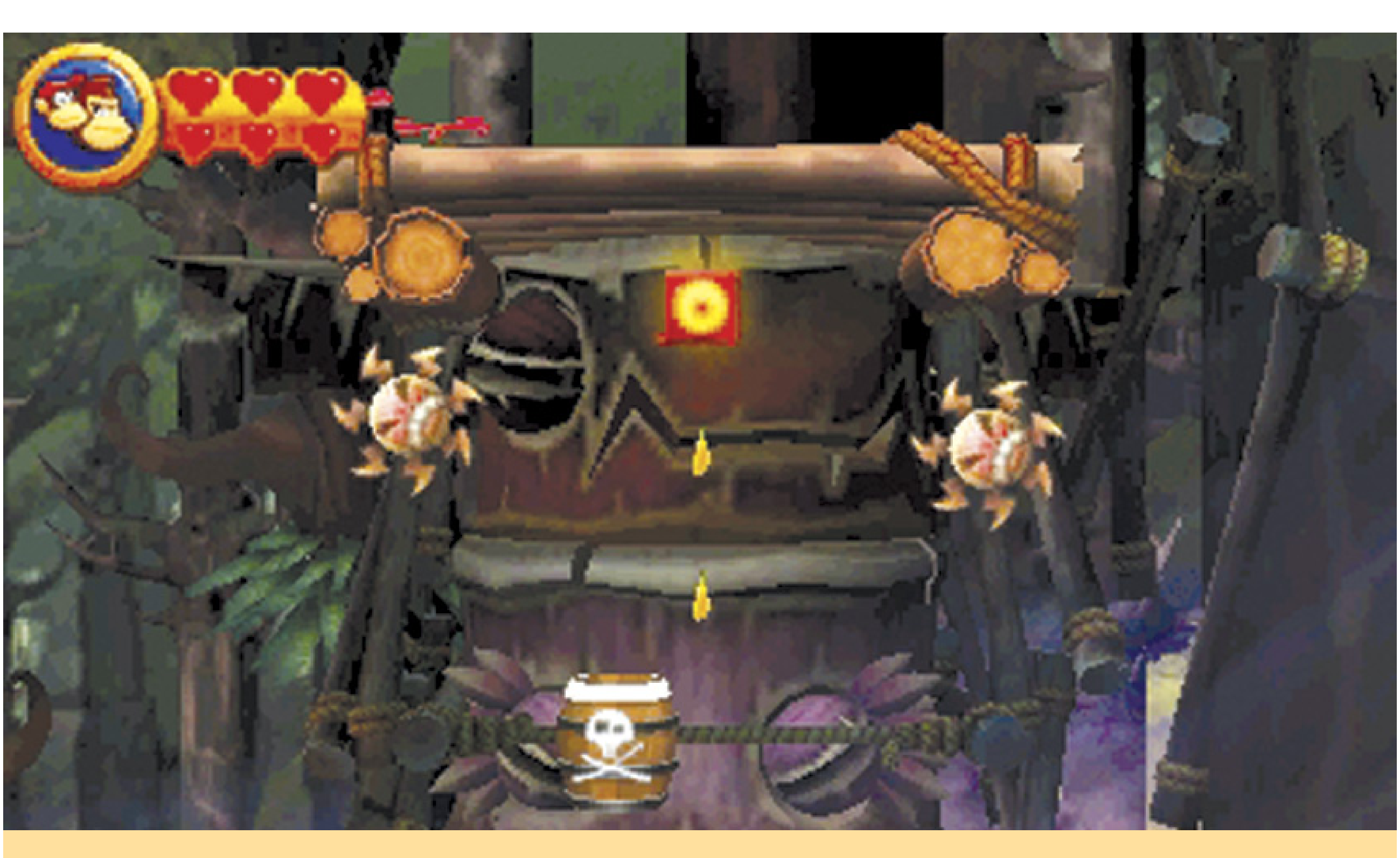
④ Just a little past the K KONG letter, look for a Puzzle Piece peeking through some leaves. Shoot your way up to get it instead of going to the next barrel.



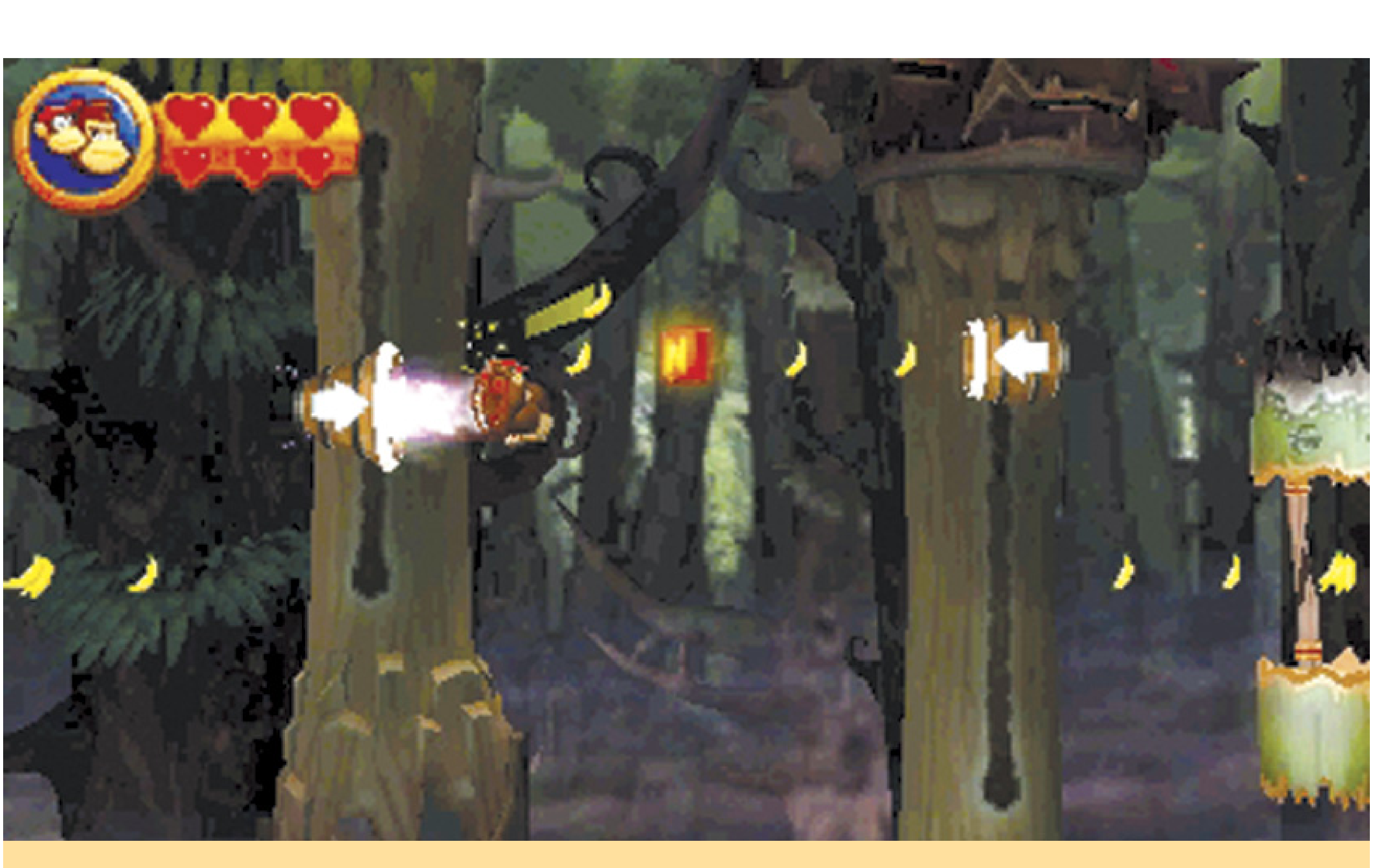
⑤ After falling down a series of mushrooms and landing on a platform with a DK Barrel, walk off the left edge and bounce off a mushroom into a hidden area where you can find lots of bananas and a Puzzle Piece.



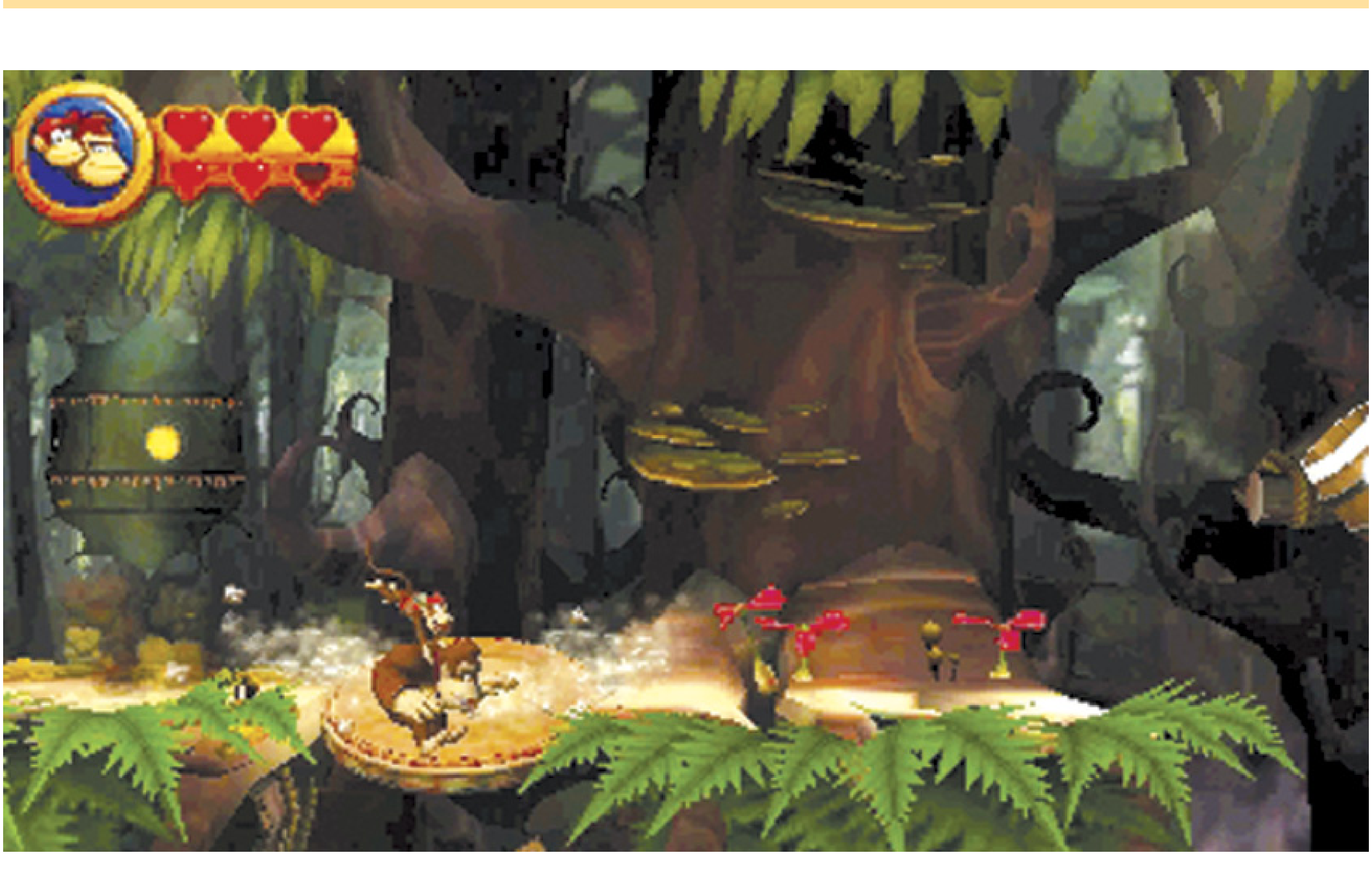
⑥ While down in the hidden area, pound on the trapdoor in the middle and drop into an even lower area. Pound the gourds to get a coin and yet another Puzzle Piece! Pound the spot in the middle to make a mushroom grow so you can jump back up to the platform.



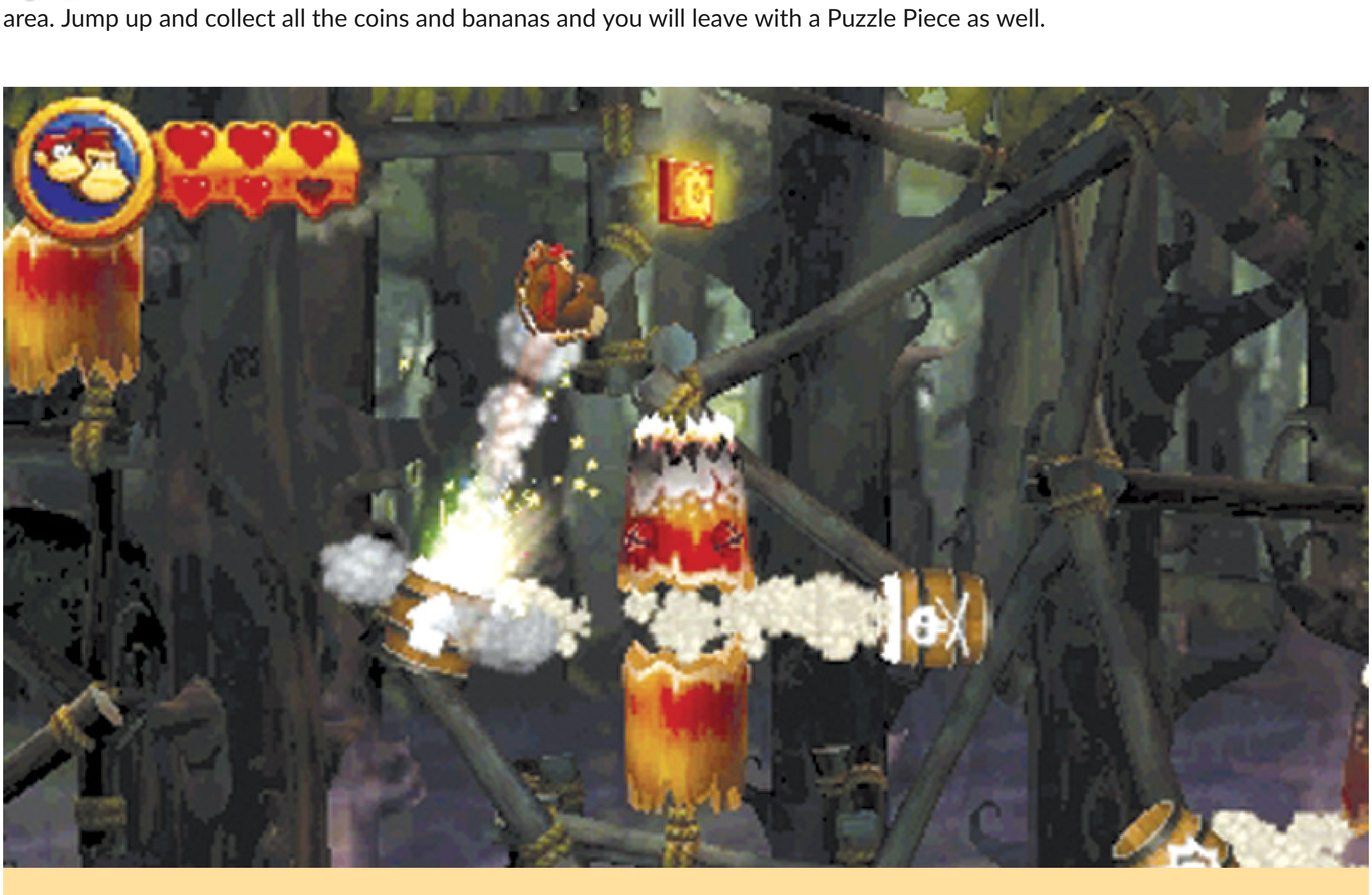
⑦ O Continue on to some more barrels. Here you must time your shots just right so you can get the O KONG letter and not hit any Tiki Zings. If you miss the O the first time, you can return to the platform to the left and the exploding barrel will reappear.



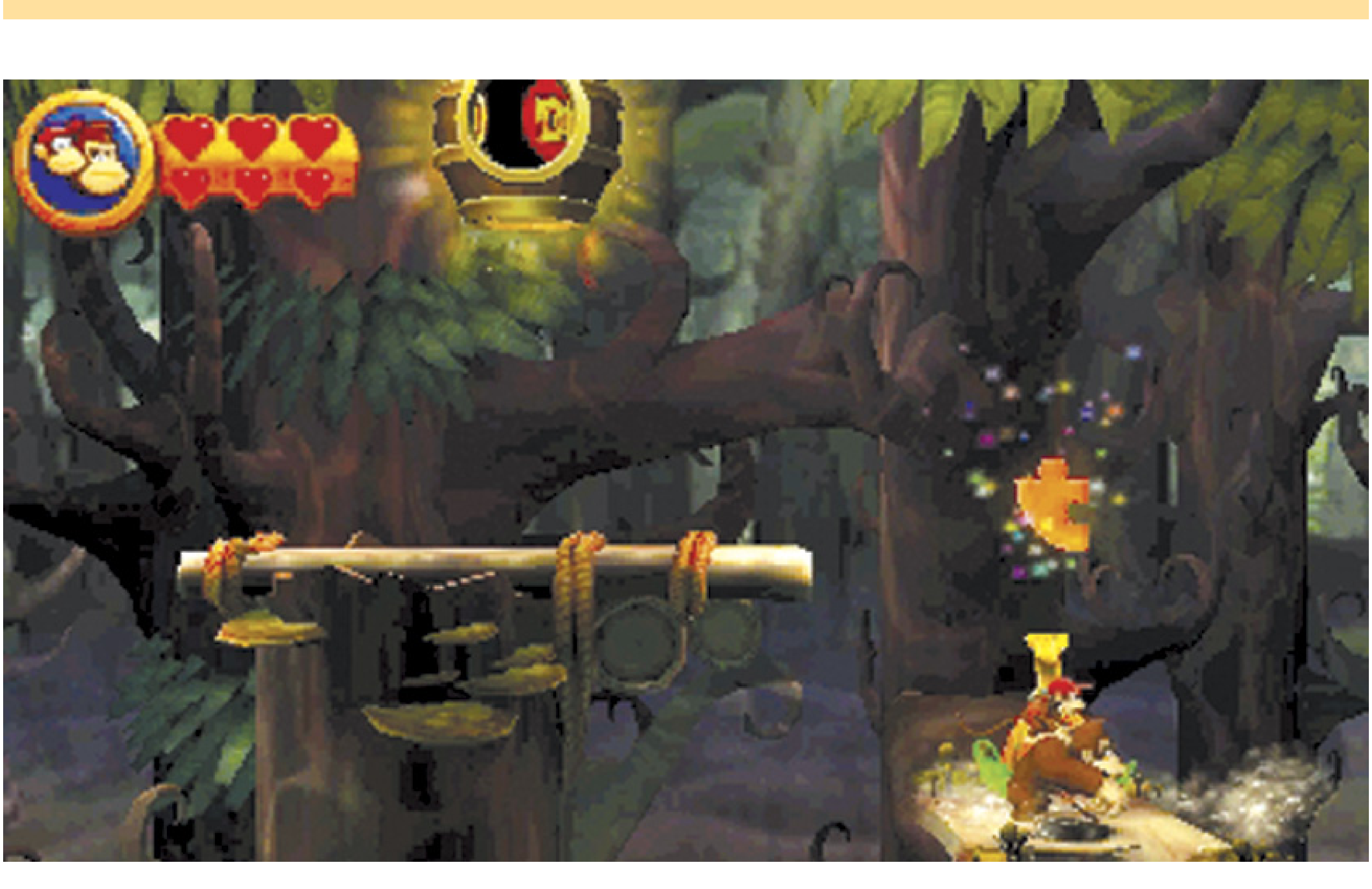
⑧ N After passing the first checkpoint, you have to perform several timed shots from barrels to avoid hitting totems and other objects. One shot lets you grab the N KONG letter as you fly through the air.



⑨ Pass by the second checkpoint and jump over to a platform with a trapdoor. Pound on it to drop down into a bonus area. Jump up and collect all the coins and bananas and you will leave with a Puzzle Piece as well.



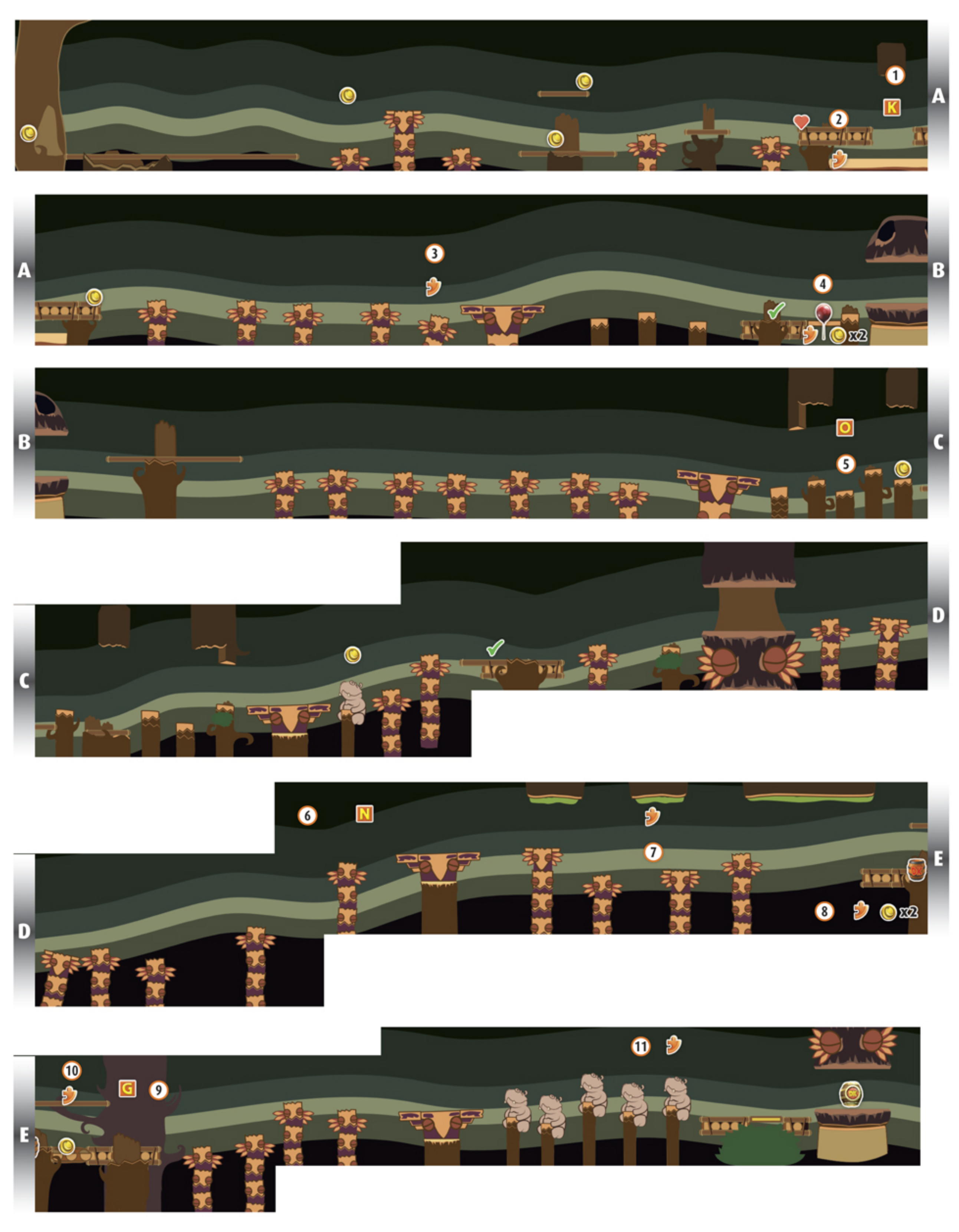
⑩ G You will have to do some barrel shooting past totems again. When you see the G KONG letter, wait to shoot until the barrel is pointing toward the letter, and then fire away. You will get the letter and land in the next barrel.

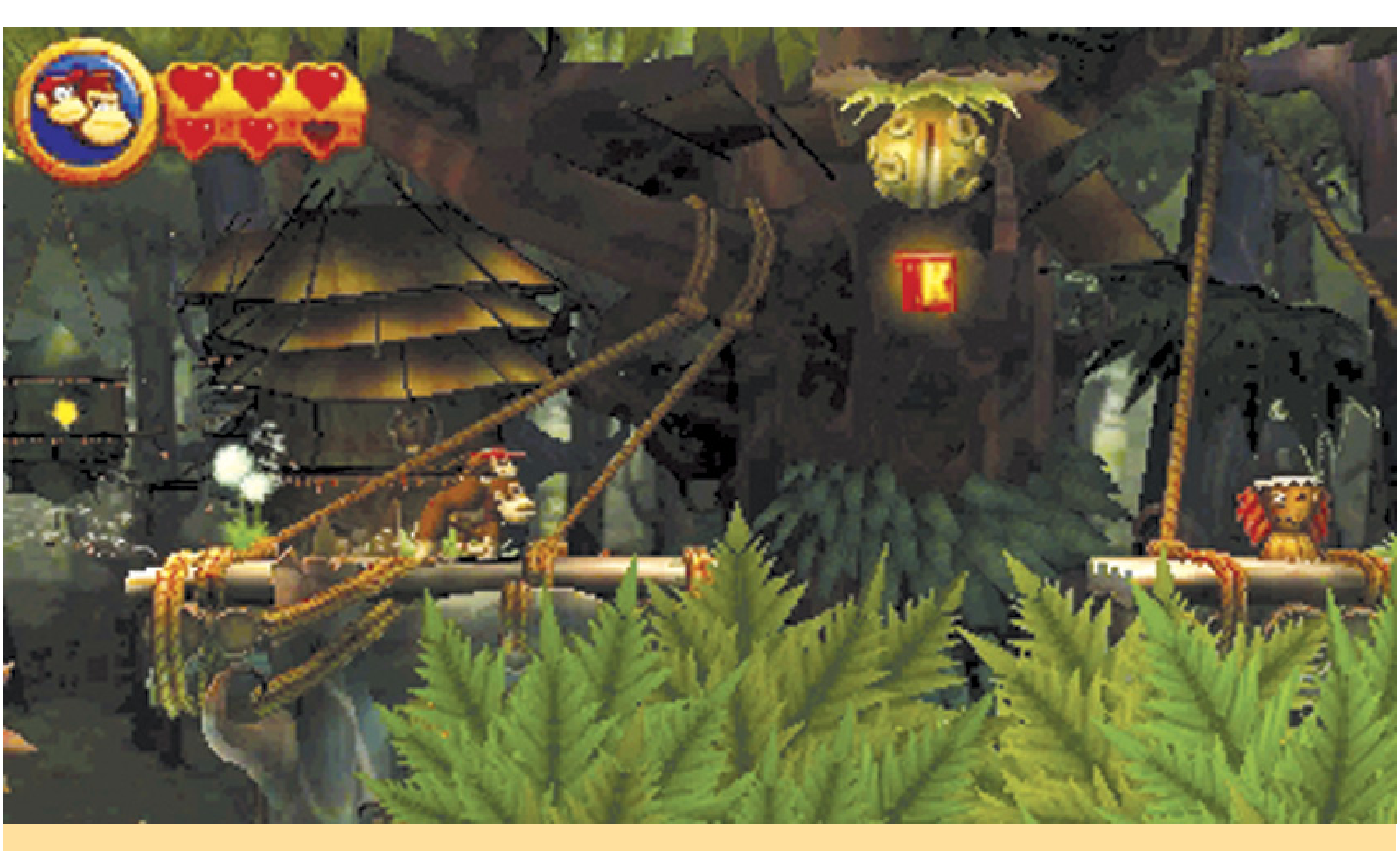


⑪ When you arrive at the Slot-Machine Barrel, walk past it and drop down off the right edge to another platform. Pound the gourd to get the last Puzzle Piece. Now you can hit the Slot-Machine Barrel to complete the level.

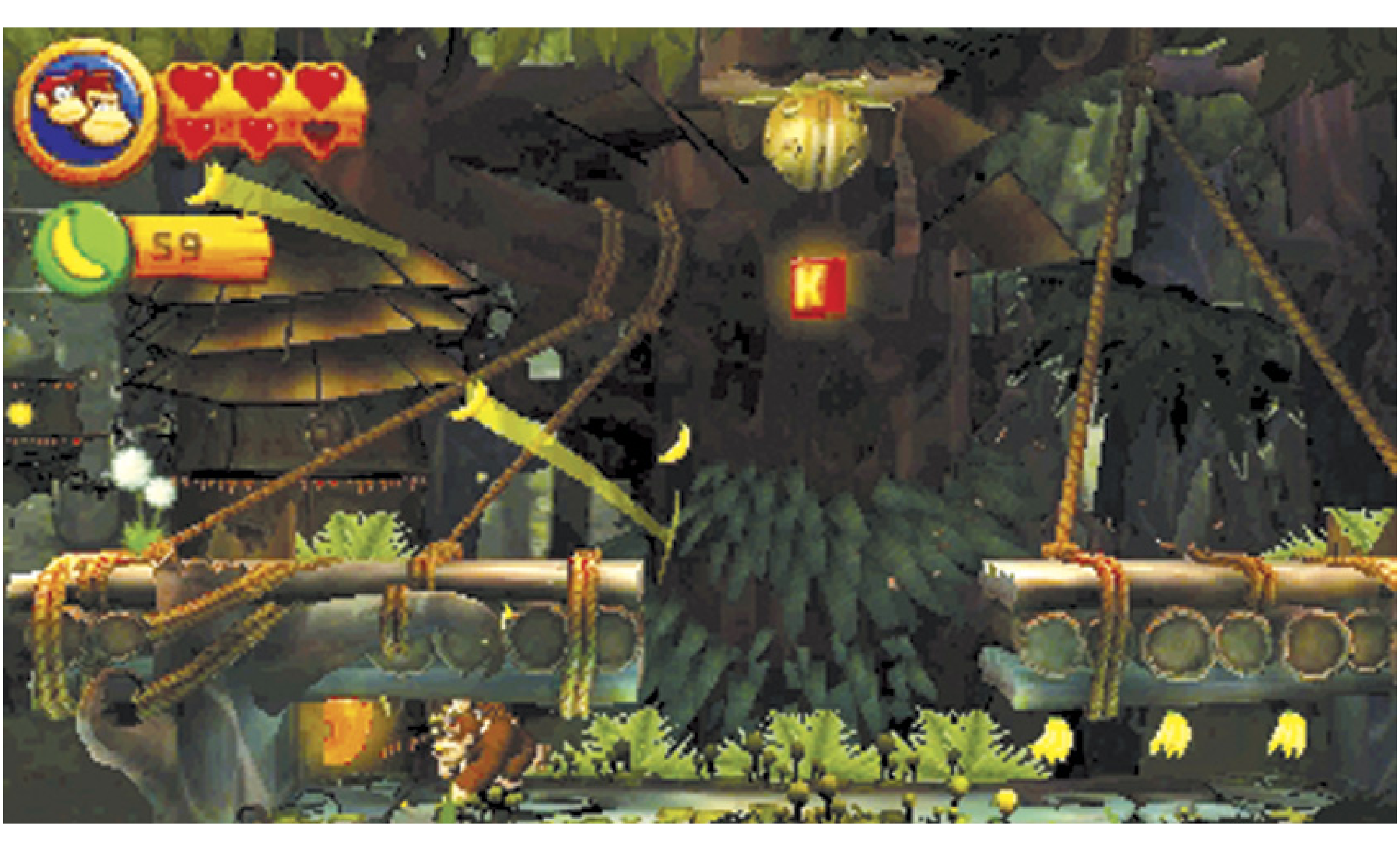
World 5

Tippin' Totems

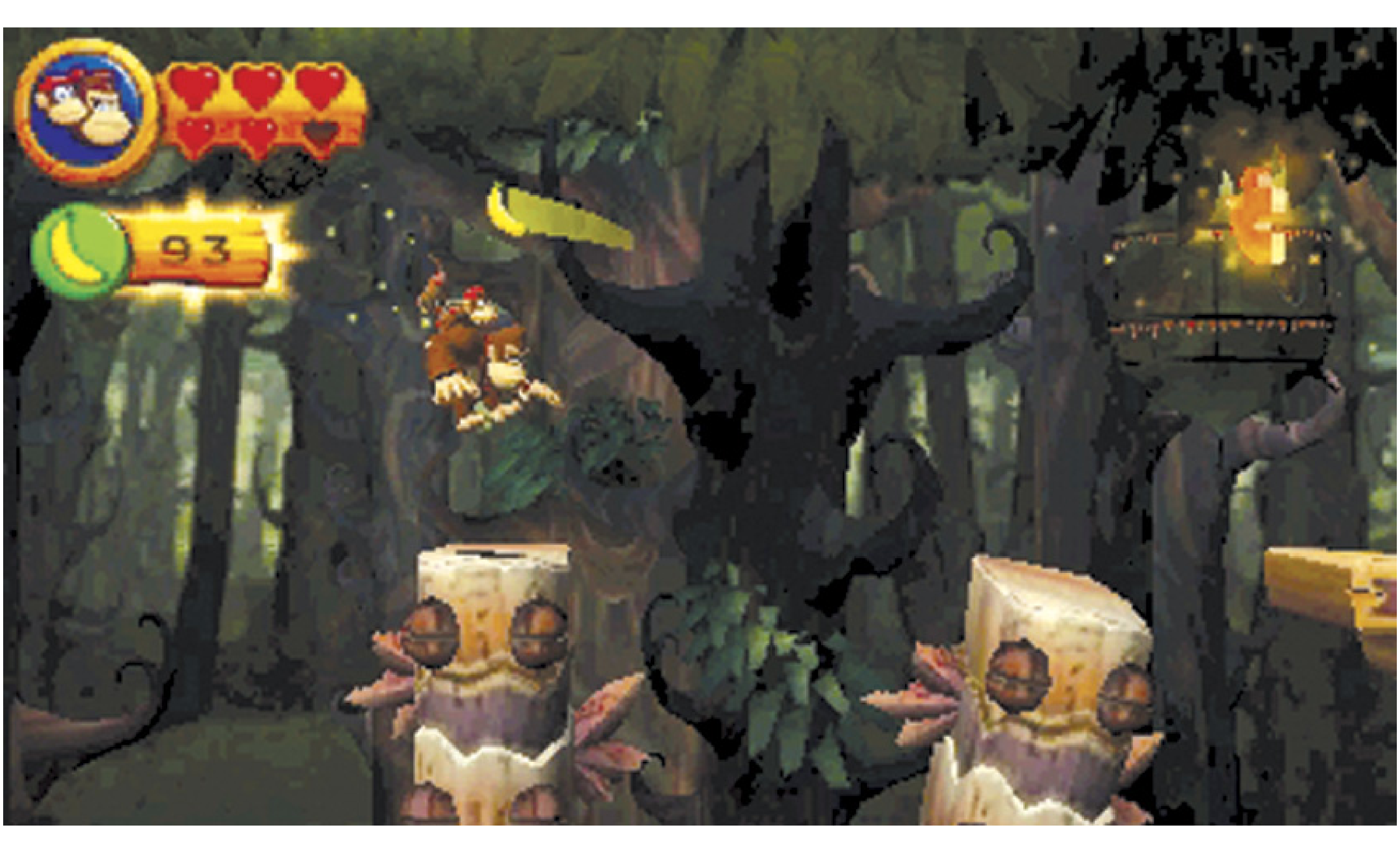




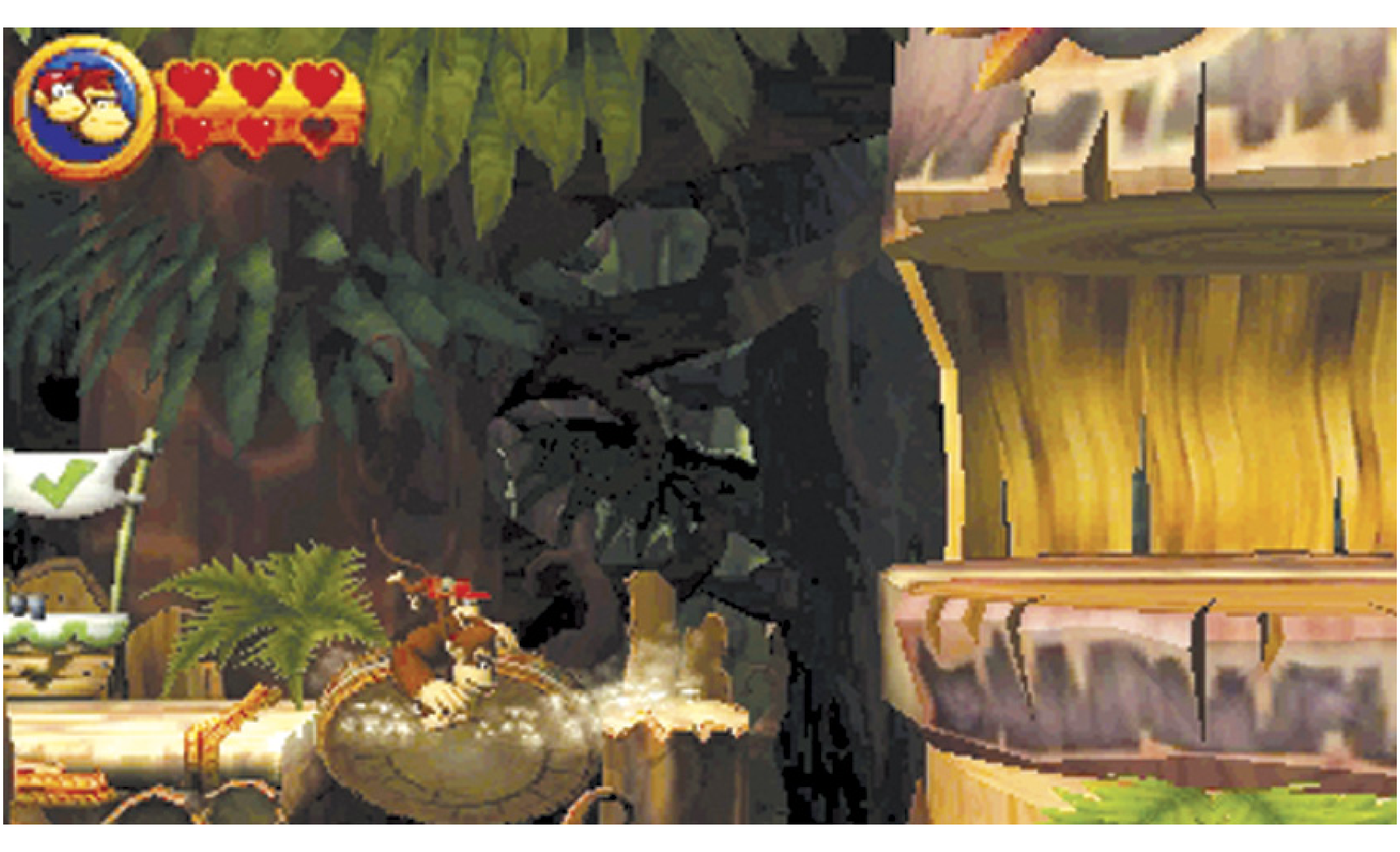
① This level requires you to do a lot of jumping across narrow, moving platforms. Make your way to the K KONG letter, which is located beneath a spitter plant. Wait until the plant spits and then jump up and get the letter.



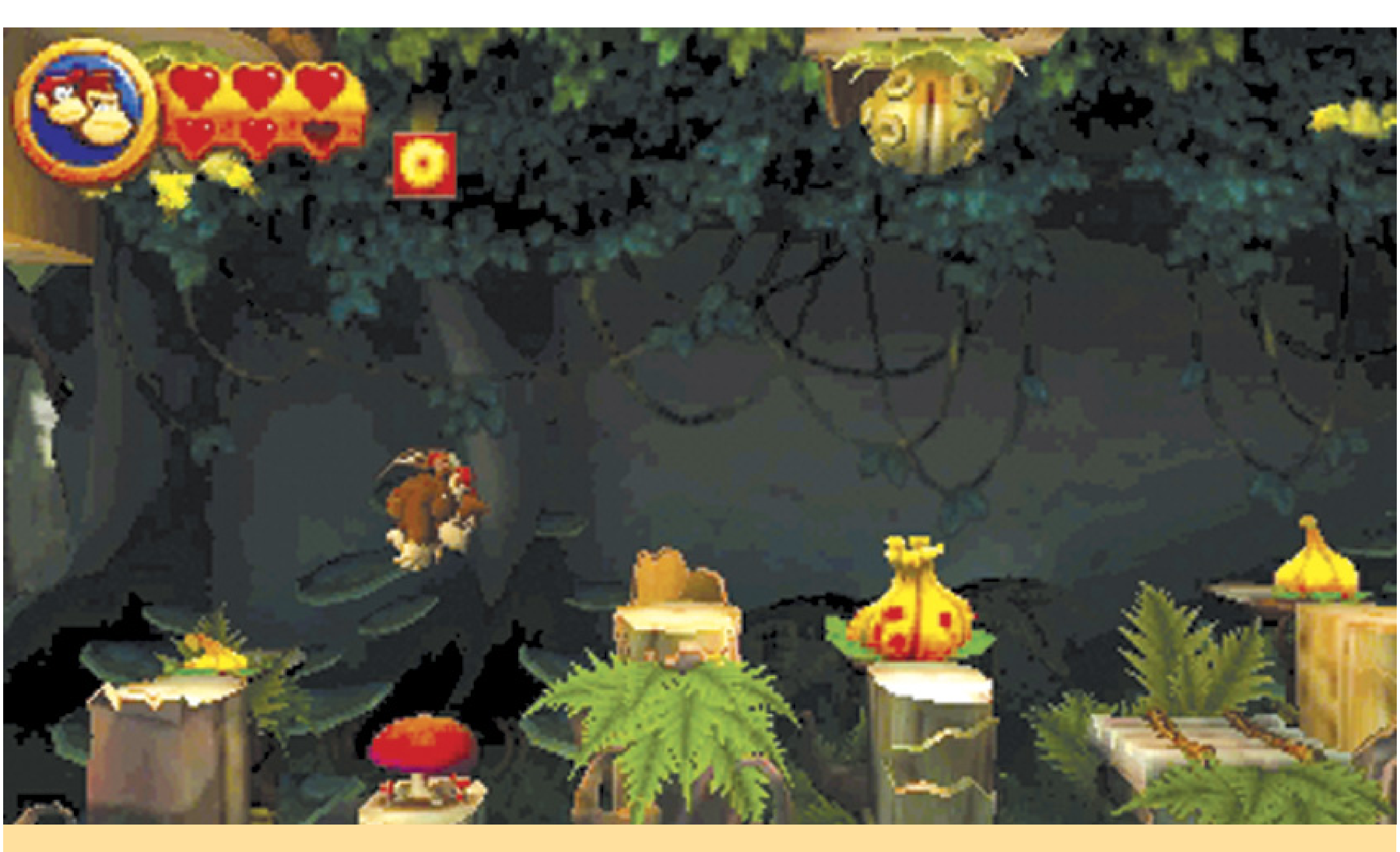
② After getting the K KONG letter, drop straight down into some bushes and you will find a hidden area. Pick up the Puzzle Piece here along with several bunches of bananas. Time your jump out of here so the spitter plant does not hit you.



③ Jump off the platform onto a series of moving totems. Collect all of the bananas as you move to the right, and you will be rewarded with a Puzzle Piece.



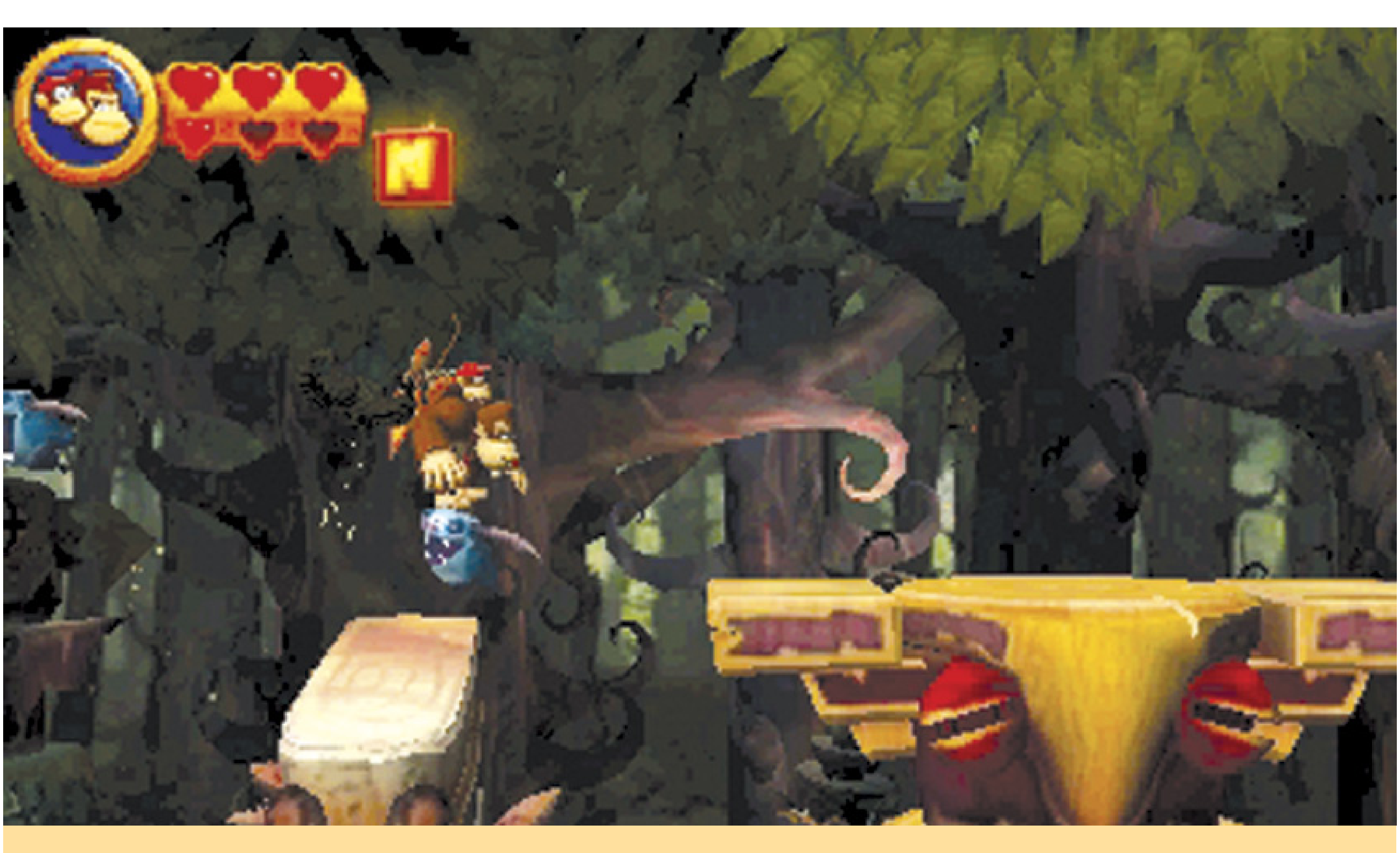
④ Immediately after the checkpoint, pound a round trapdoor to drop into a bonus area. Collect some coins, a balloon, and lots of bananas. If you get them all, you are rewarded with a Puzzle Piece.



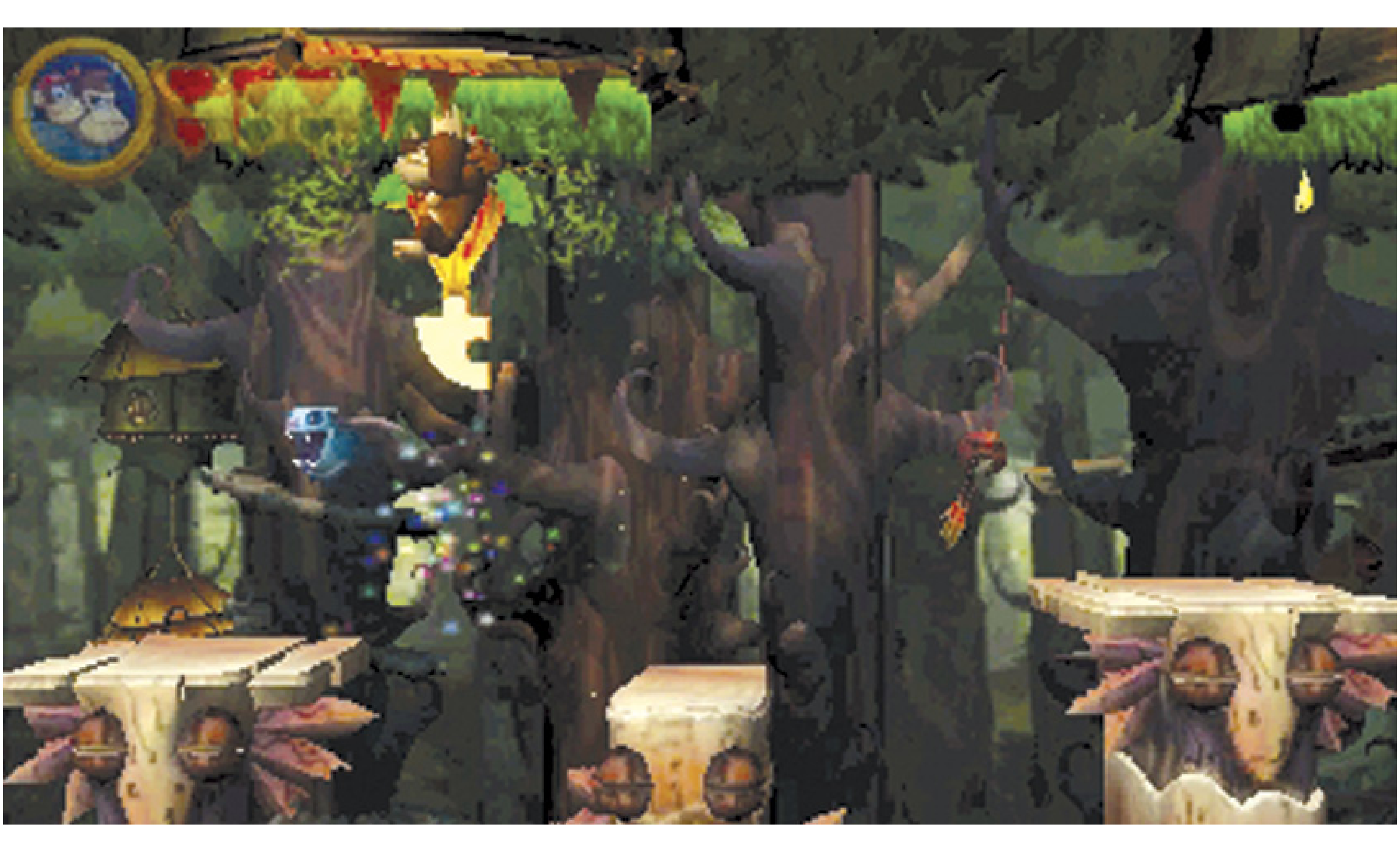
⑤ Continue until you see the O KONG letter. It is protected by a couple spitter plants. Avoid being hit while you jump to a platform right under the O KONG letter. Pound the ground to cause a small mushroom to grow. Use this to jump high enough to get the letter, and then keep moving so the spitter plants don't make you lose a heart.

Tip

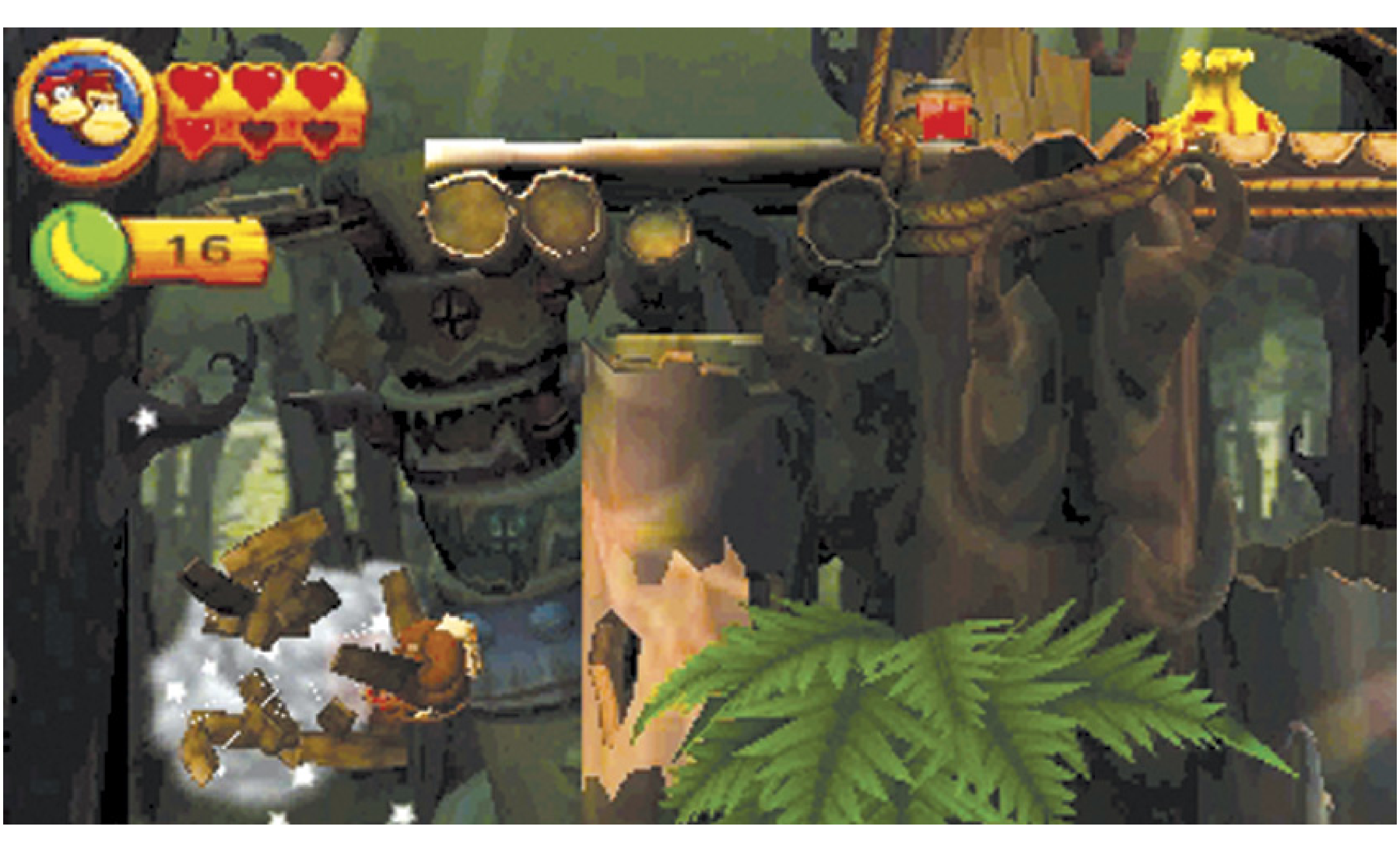
Jump on a spitter plant located on the ground to get rid of it.



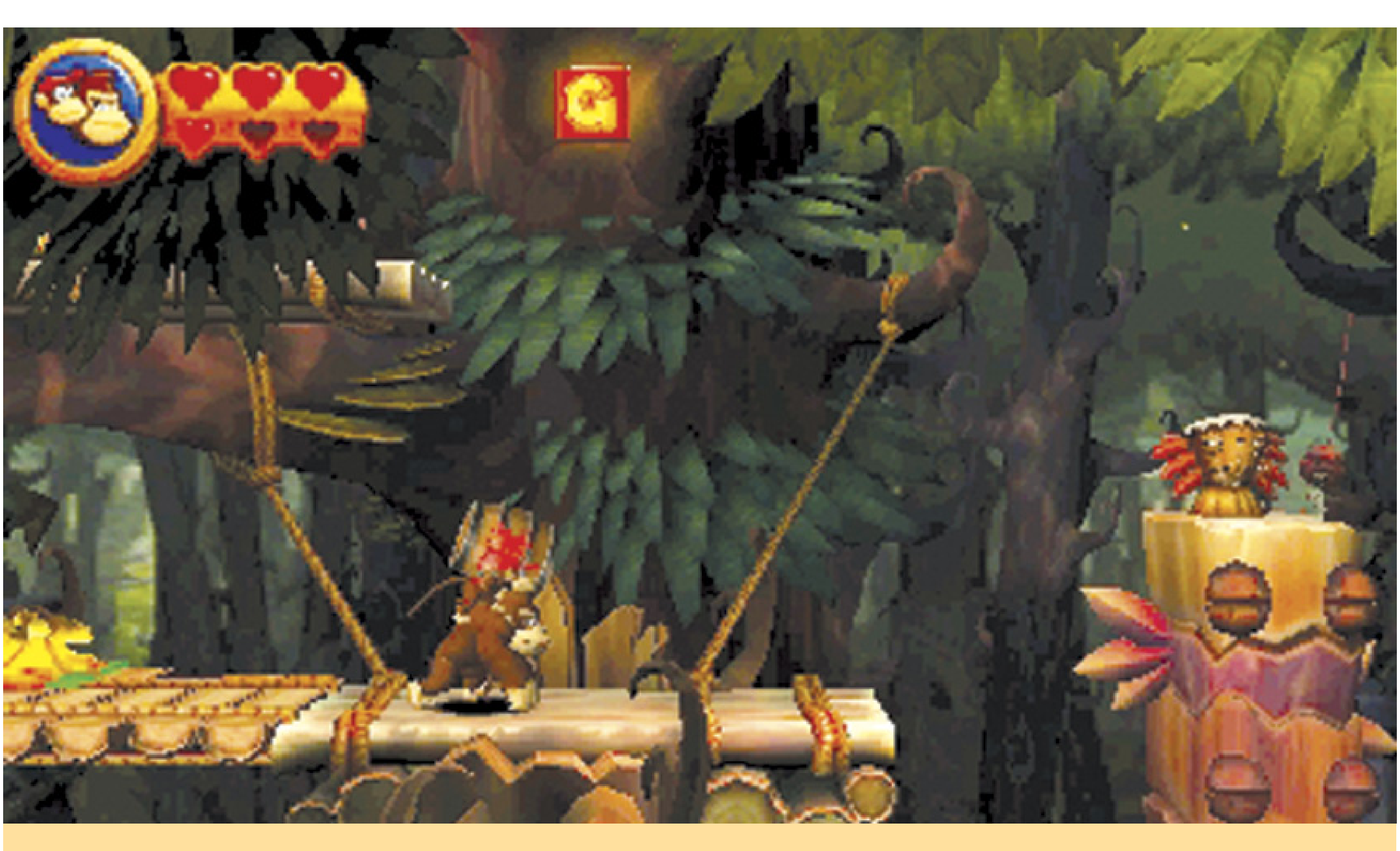
⑥ The N KONG letter is located up high at the end of an area where you must jump across a series of moving totems. Watch out for Squeeklys, and time your jump just right so you can get this letter.



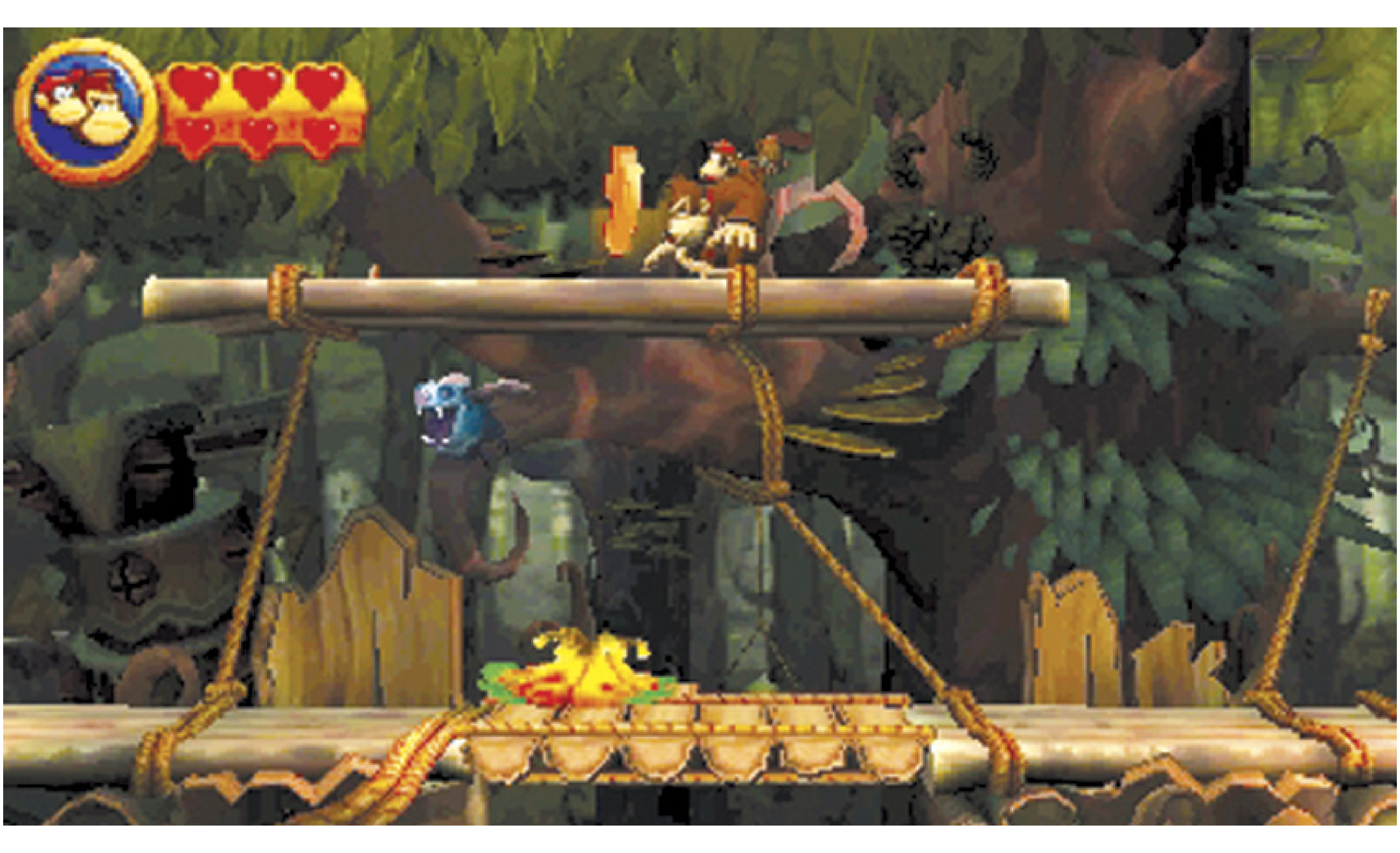
⑦ Shortly after the N KONG letter, jump up and grab on to grassy platforms. Pound the second one with a large gourd, and you will get a Puzzle Piece for your effort.



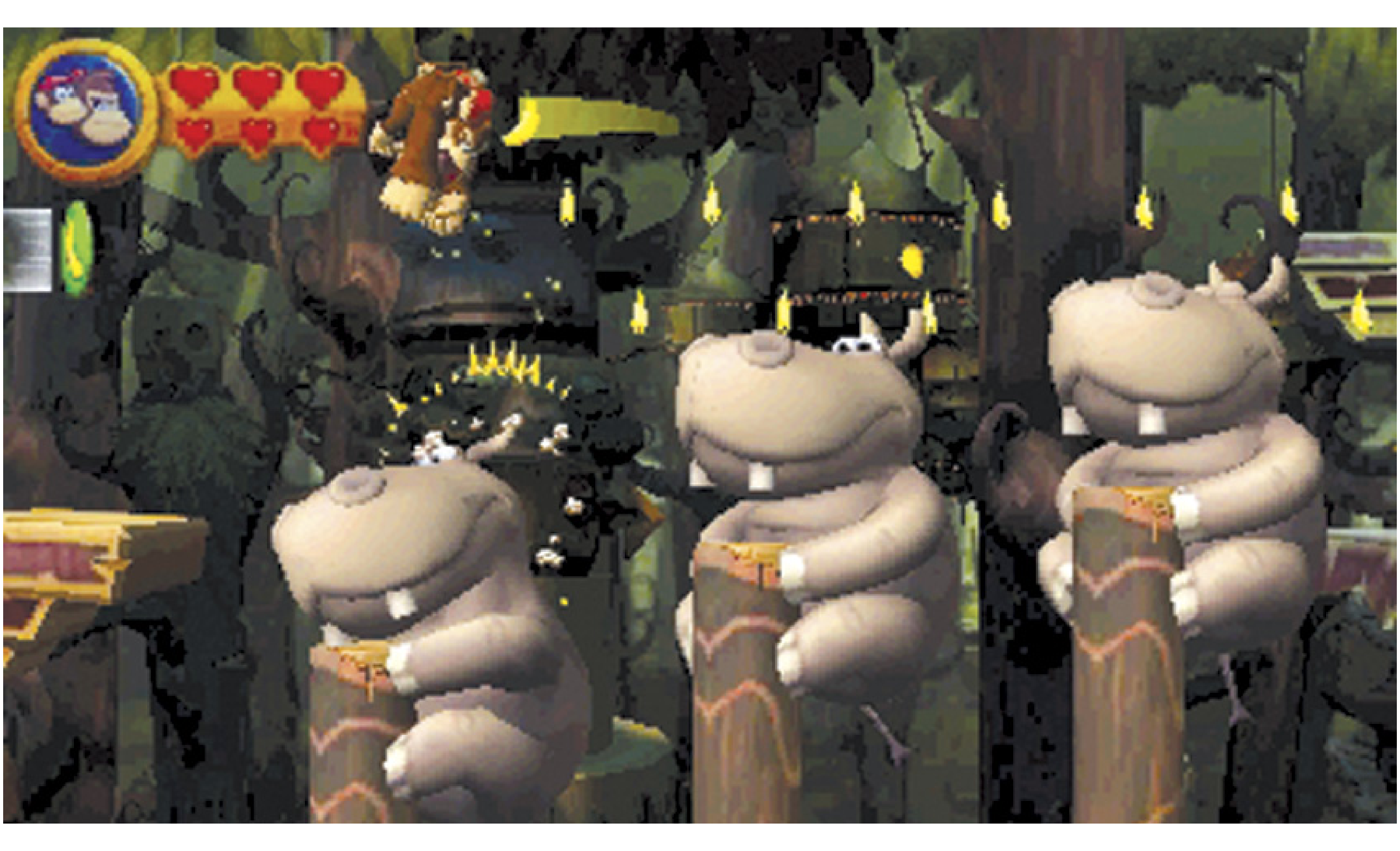
⑧ Get to the platform with the DK Barrel, and then drop down from the left side into a barrel. This will shoot you into a bonus area. Clear out all of the bananas and coins so you can get another Puzzle Piece.



⑨ When you're back on the platform, get Diddy Kong and jump onto a totem to the right, knocking off a Tiki Goon in the process. When the totem is at its highest point, hover-jump to the left to collect the G KONG letter.



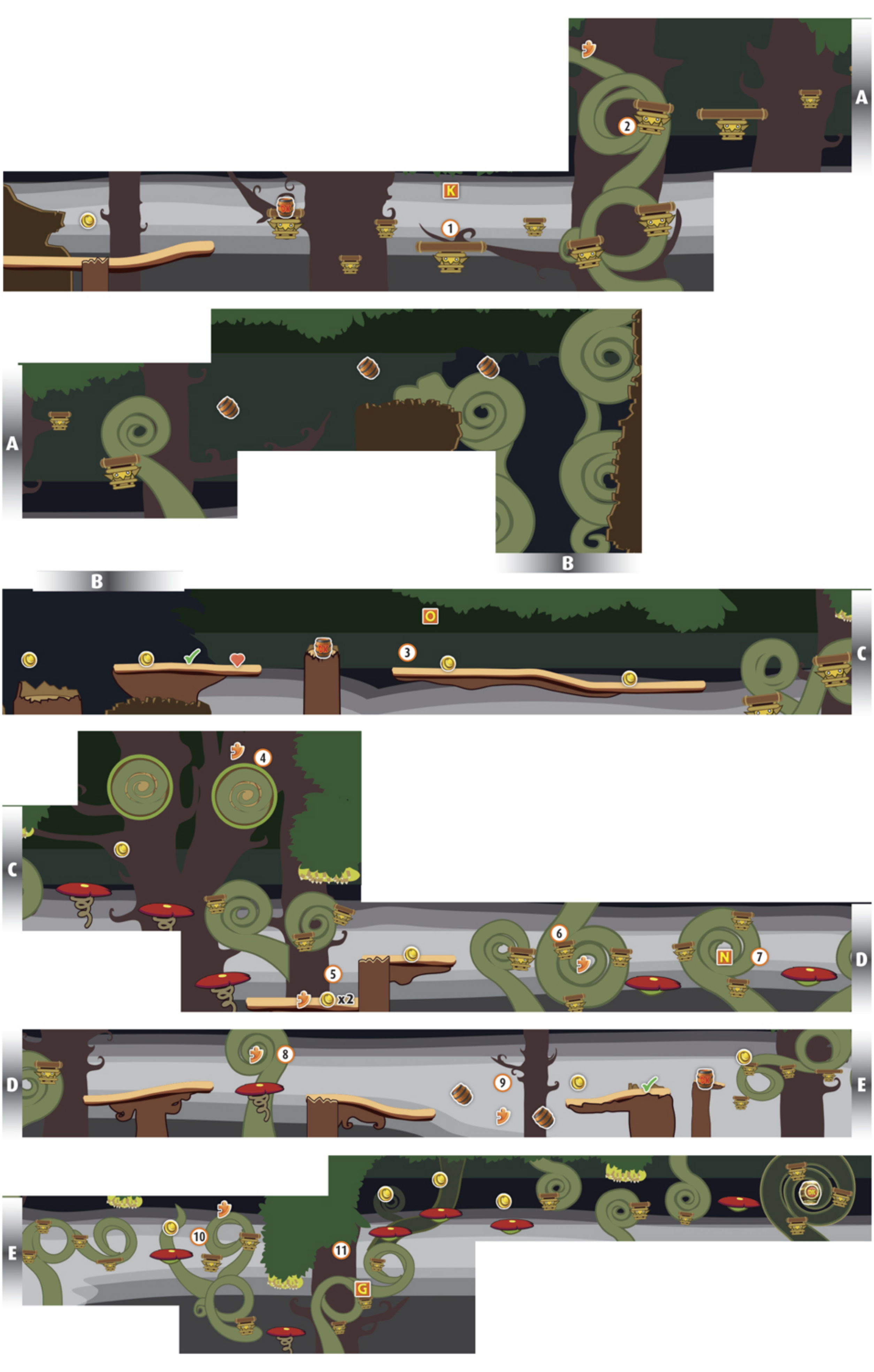
⑩ After getting the G KONG letter, keep hovering to the left. You reach a hidden area, where you can pick up a Puzzle Piece.

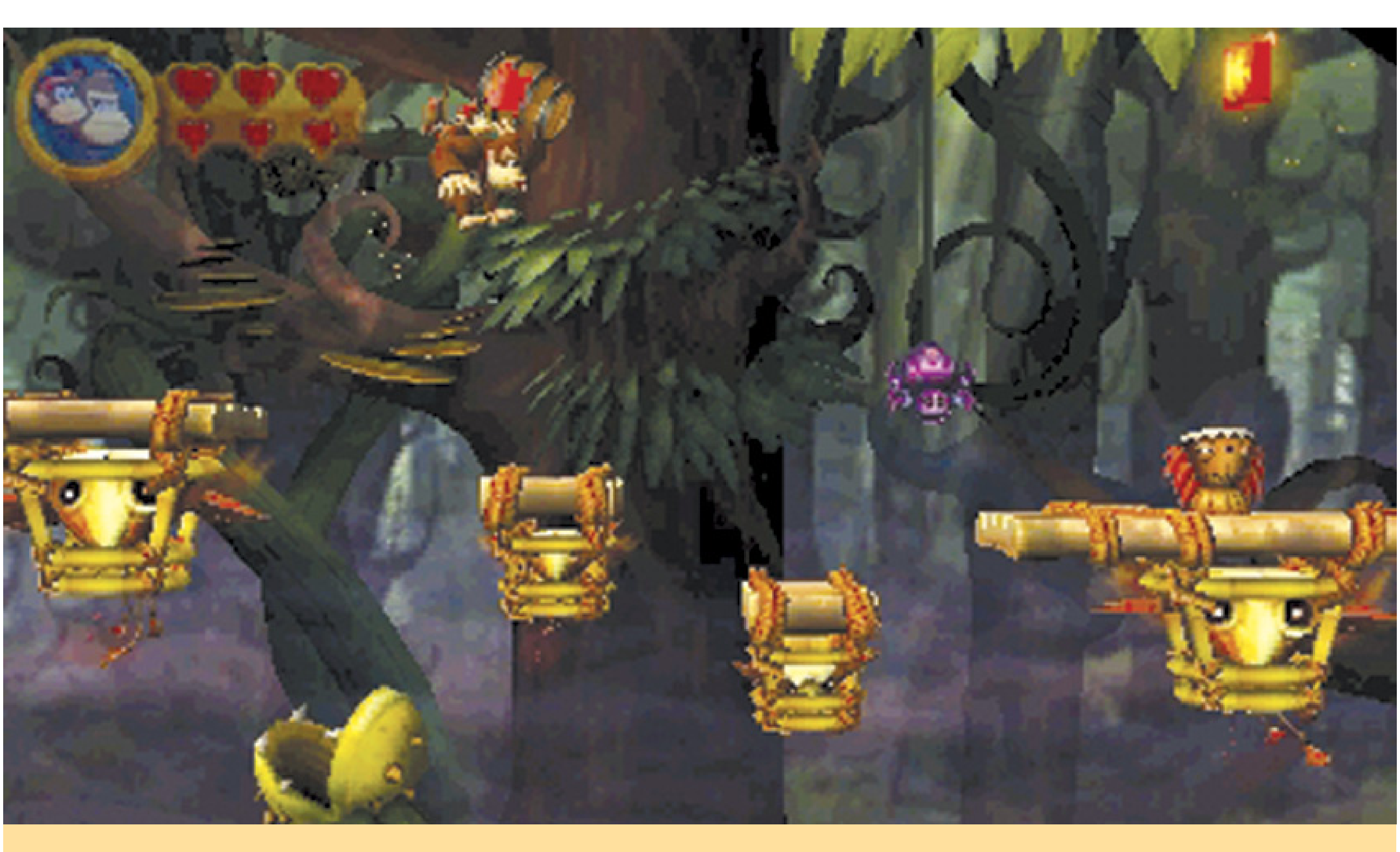


⑪ When you reach this line of Bopapodamuses, jump across and collect all of the bananas along the way. You will have to knock the Bopapodamuses down a bit to get some of these bananas. Once you have cleared out the bananas, you get a Puzzle Piece for your effort.

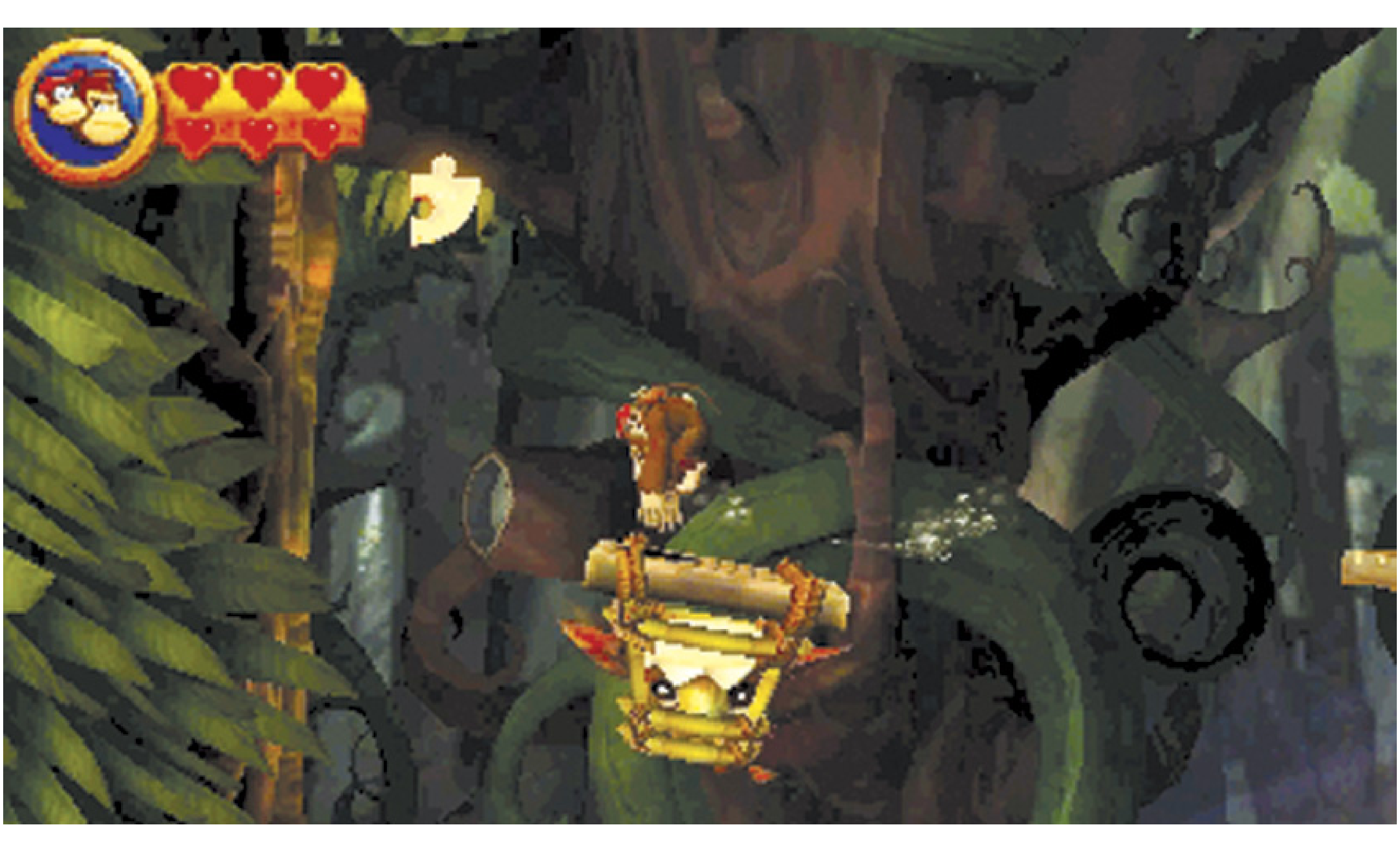
World 5

Flutter Flyaway

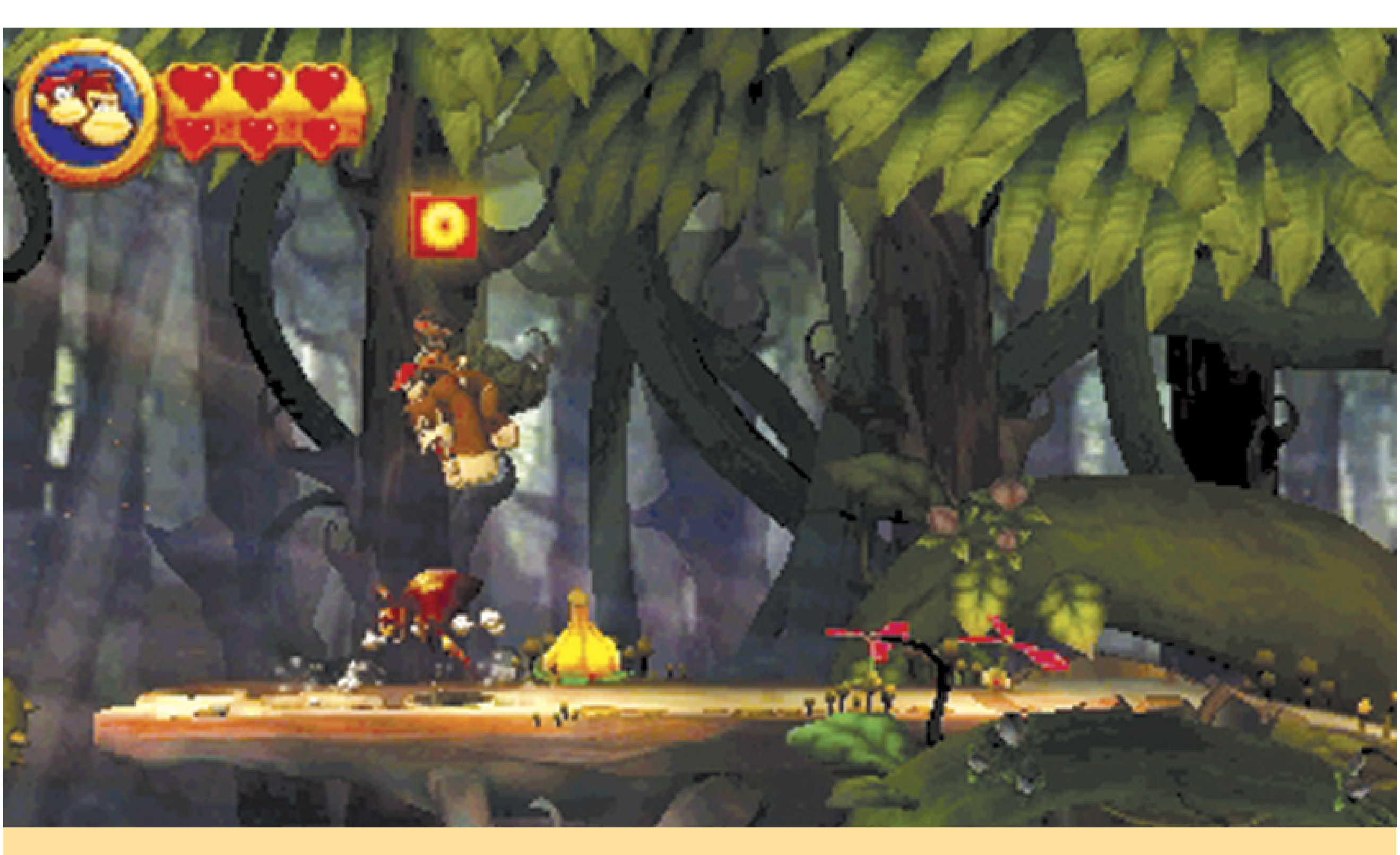




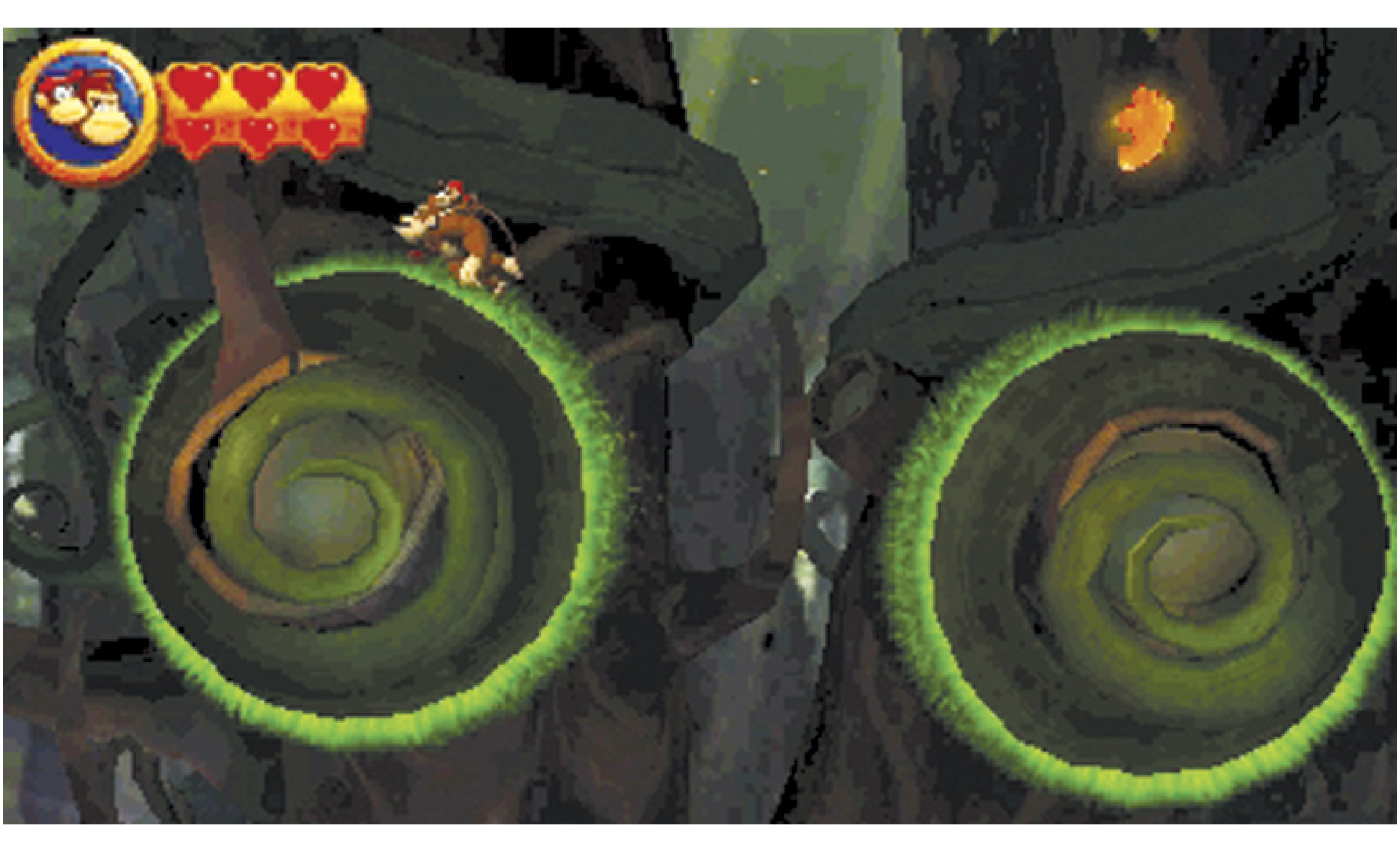
① K Start off by jumping across to the moving platforms. Get the DK Barrel so you can hover-jump. Make your way to a larger platform while avoiding Skittlers, Chomps, and Tiki Goons. Once on this platform, jump up to get the K KONG letter.



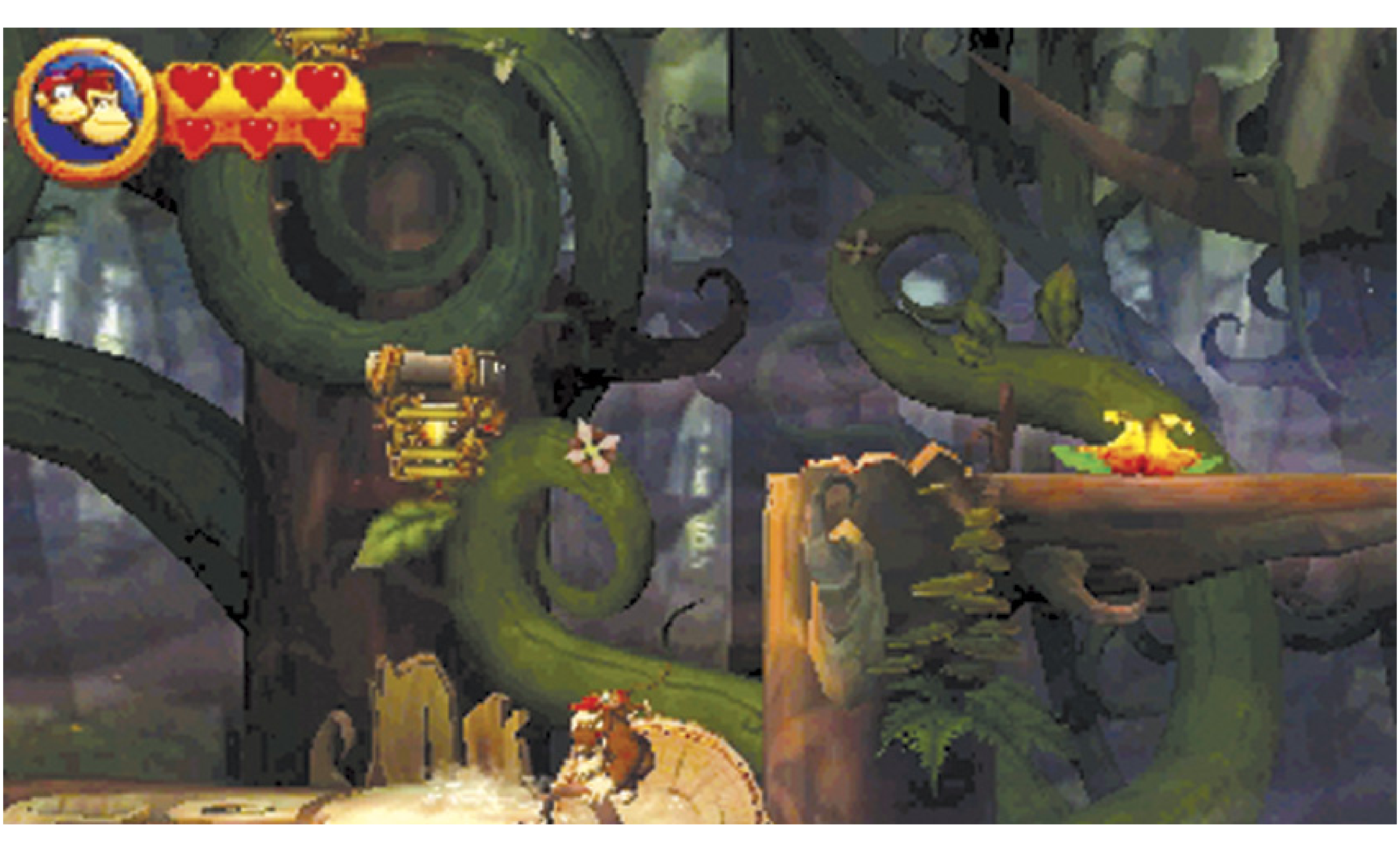
② When you come to a couple platforms that move in a figure-eight pattern, jump on one and ride it to the top. Jump off to the left to get a Puzzle Piece and then hover back onto the next platform as it comes around.



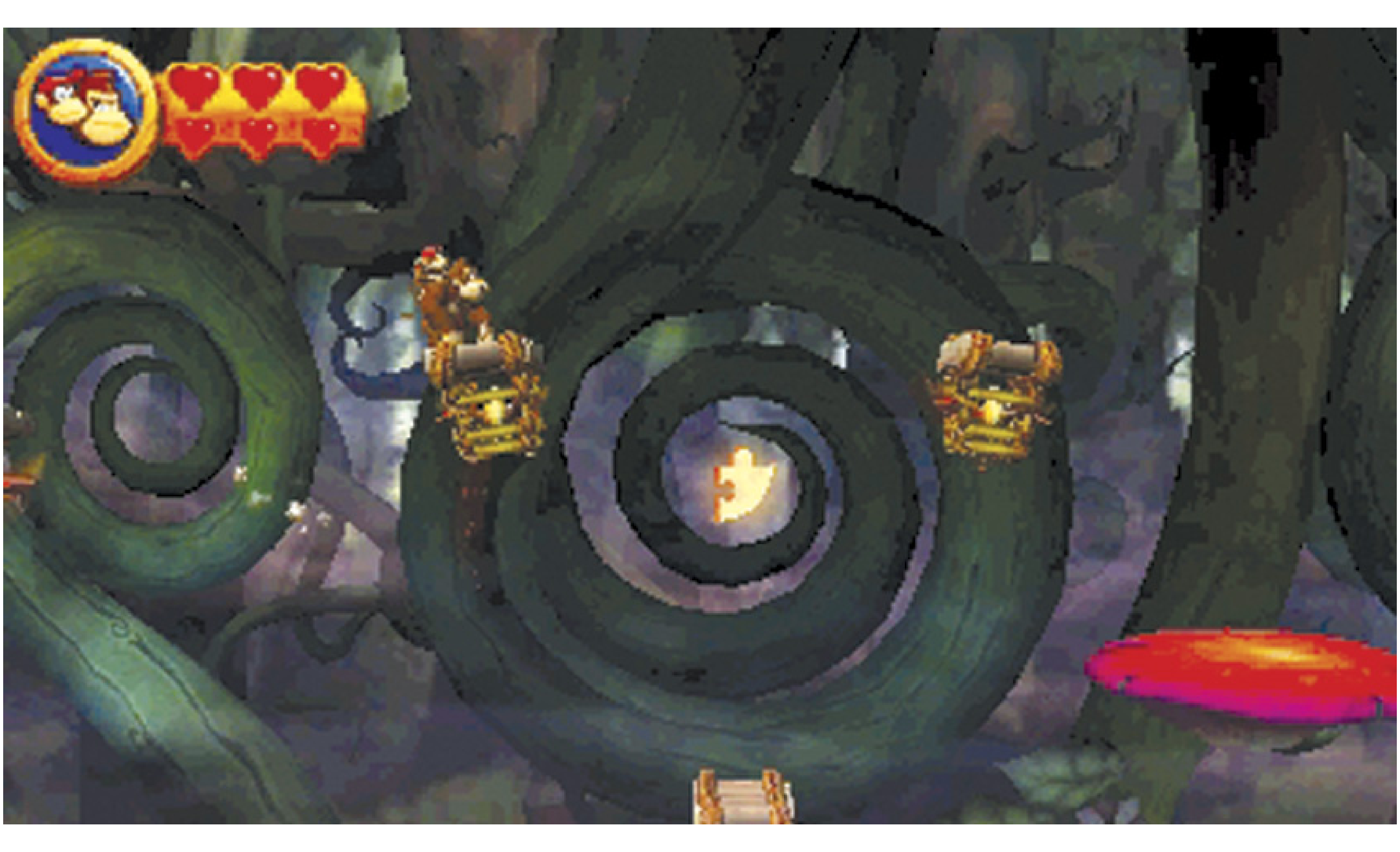
③ O After passing by the checkpoint, pick up the DK Barrel and jump over a couple Chomps. Get the O block which hovers over the next platform and watch out for the Skittlers that will drop down from the tree to attack you.



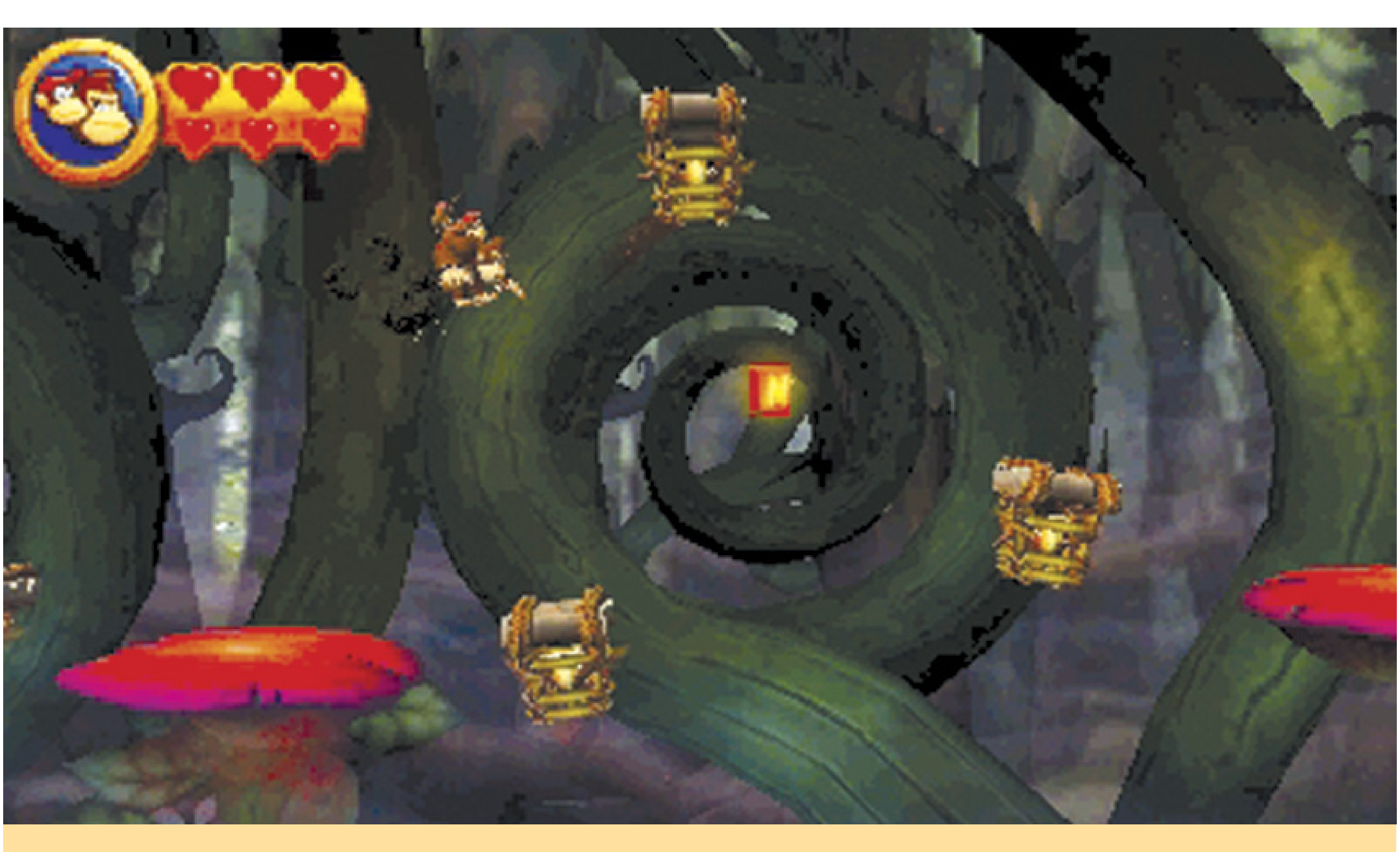
④ When you get to some large bouncy mushrooms, jump up to a grassy log and climb around to the top. From there, jump over to the right and get a Puzzle Piece.



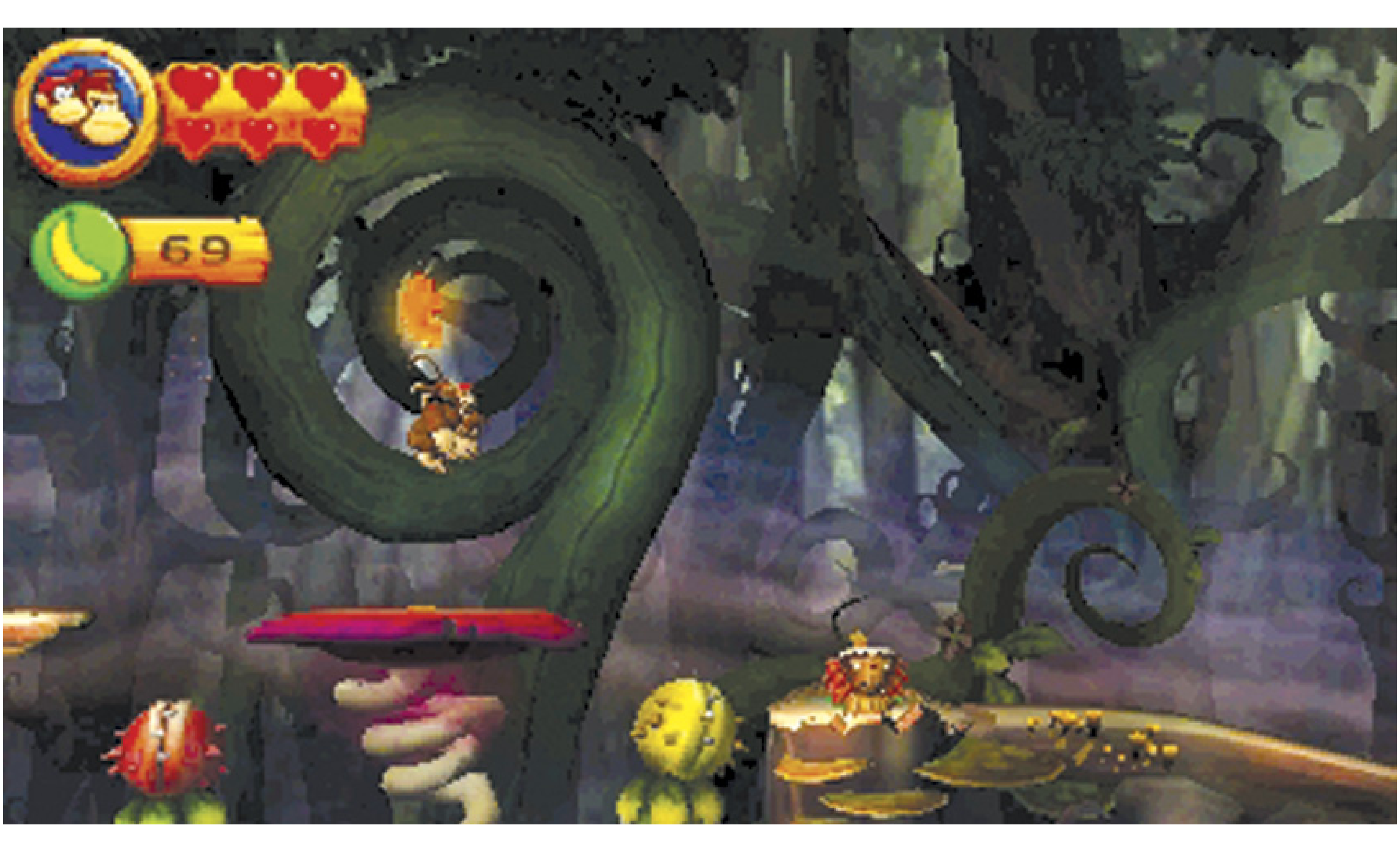
⑤ Drop down from the grassy log onto a lower mushroom, and then jump off to a platform on the right. Move to the round trapdoor and pound on it to enter a bonus area. Clear out the bananas and coins to earn a Puzzle Piece.



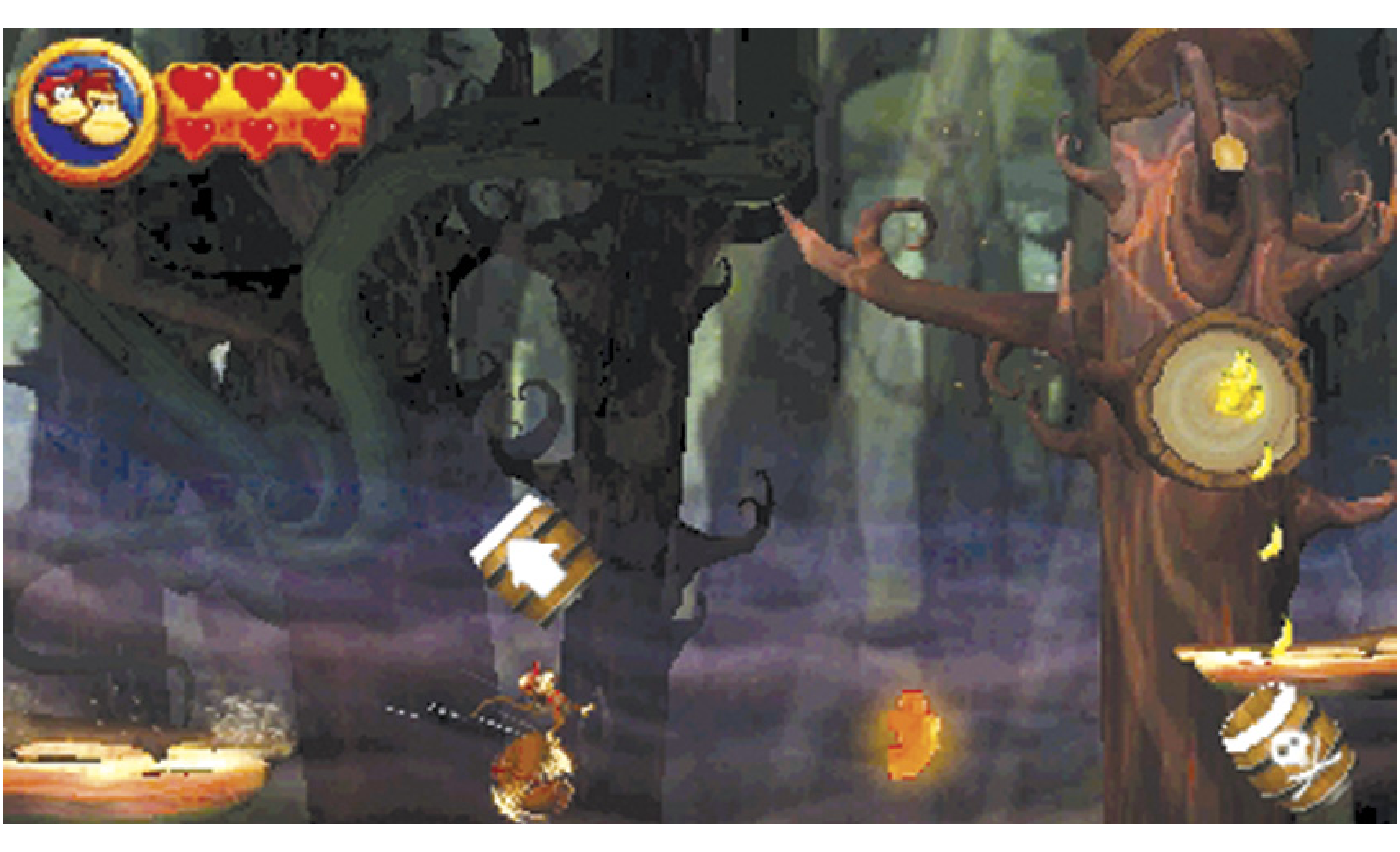
⑥ Continue to the right, and you will find the next Puzzle Piece. It is orbited by three small moving platforms. Ride one around to the bottom, and then jump up to get the Puzzle Piece. Carefully land on another platform.



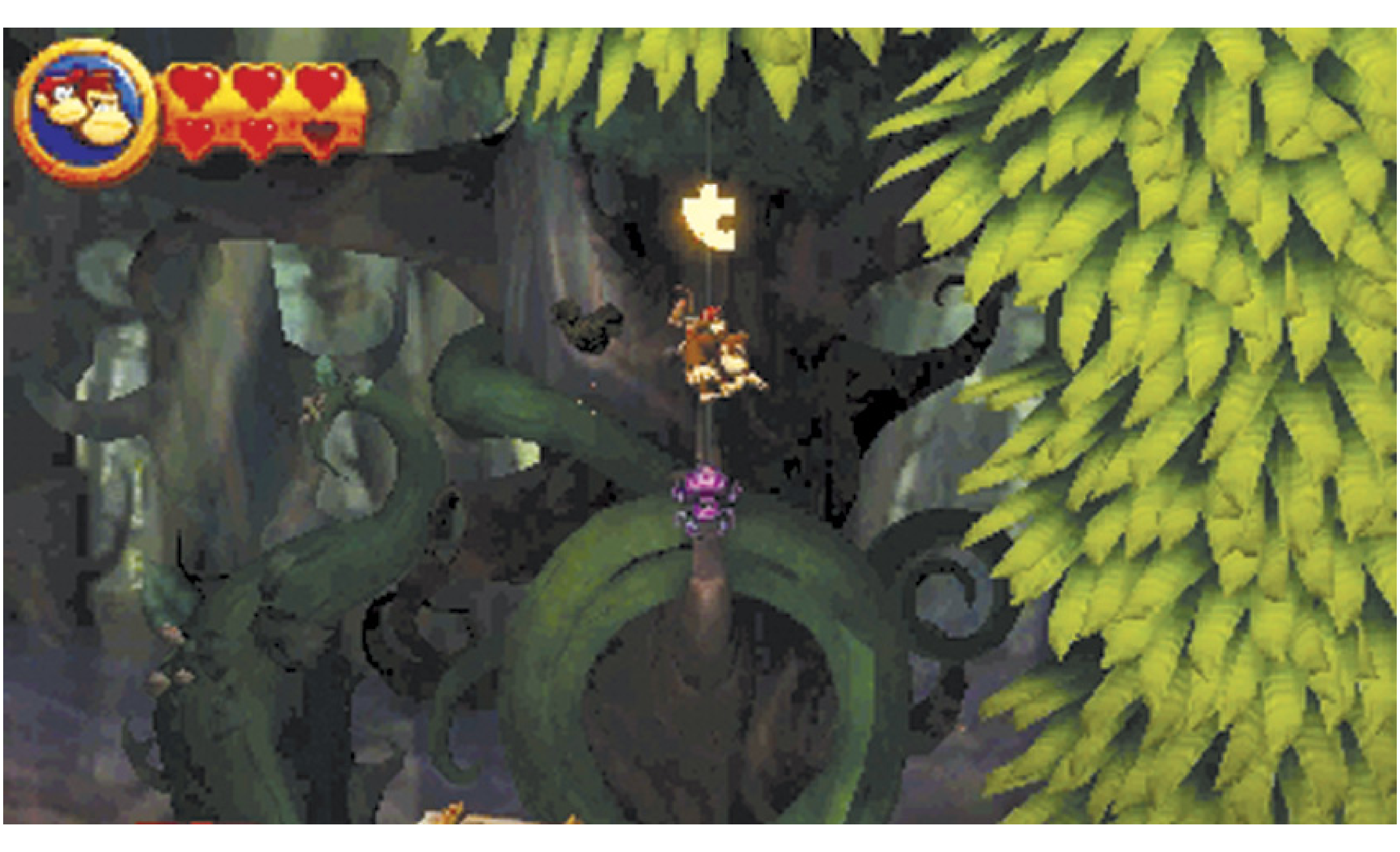
⑦ N Just to the right are three more platforms. These are orbiting the N KONG letter. Use the same tactic to get this letter and then keep moving.



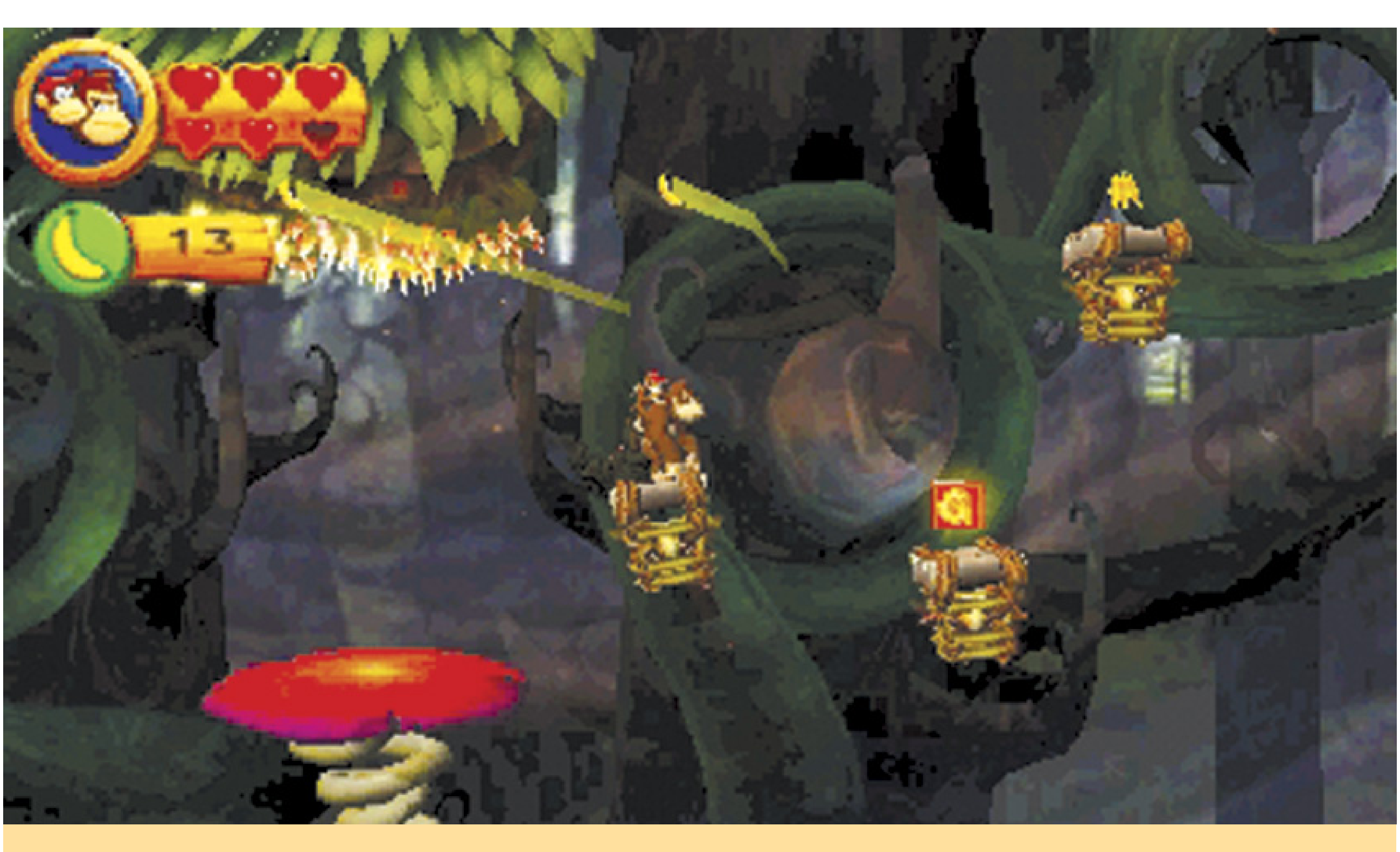
⑧ Watch for a bouncy mushroom located between two Chomps. Lots of bananas fly around in a circle above the mushroom. Jump up and collect them all to cause a Puzzle Piece to appear. Grab it and continue onto the platform on the right.



⑨ As you arrive at a barrel off to the right of a platform, don't jump into it. Instead, roll off the edge. After you get past the barrel, jump while rolling to get the Puzzle Piece floating in the air, and land in the barrel to the right.



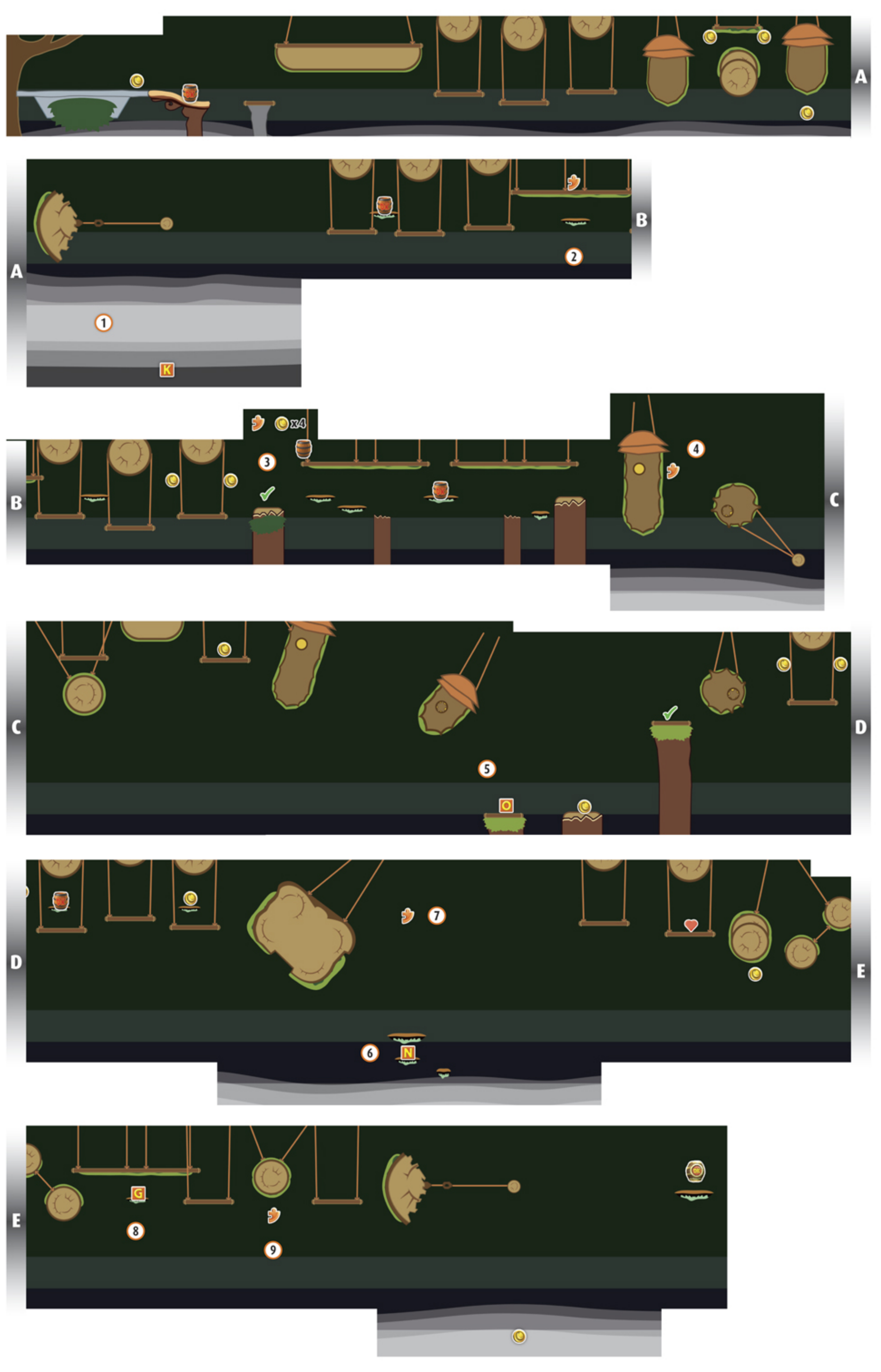
⑩ After passing by the checkpoint, ride a group of small platforms around and jump across to another group that will take you to a large mushroom. From there, get onto a platform that goes in a figure-eight pattern up to a Puzzle Piece. To get this one, you must jump up and land on a Skittler; then quickly jump off of it to get the Puzzle Piece and land back on a platform.

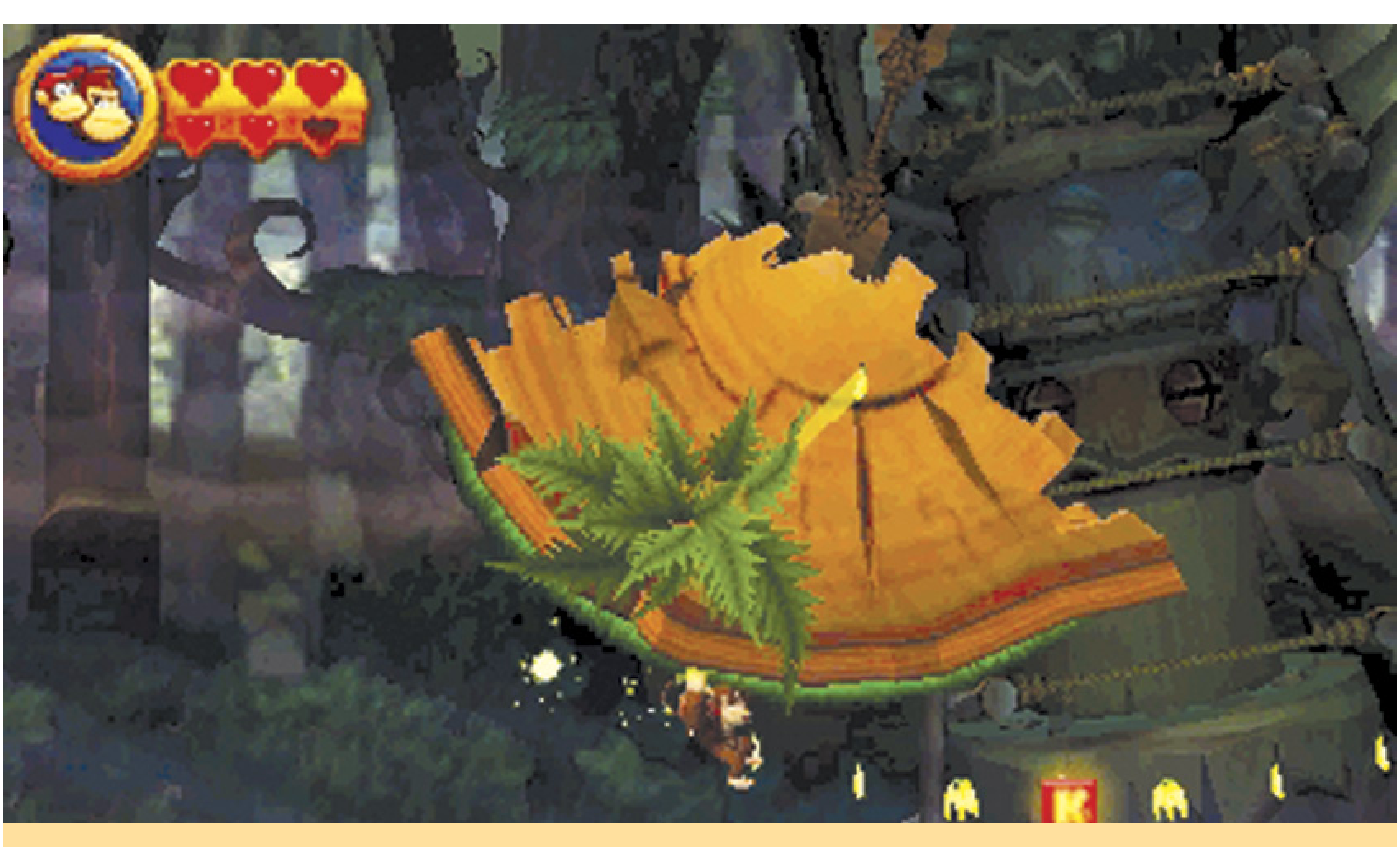


⑪ G Jump across to a mushroom and wait for a group of platforms to go by. One of them has the G KONG letter on it. Jump onto that platform to spell out K-O-N-G. Continue to the Slot-Machine Barrel to complete the level.

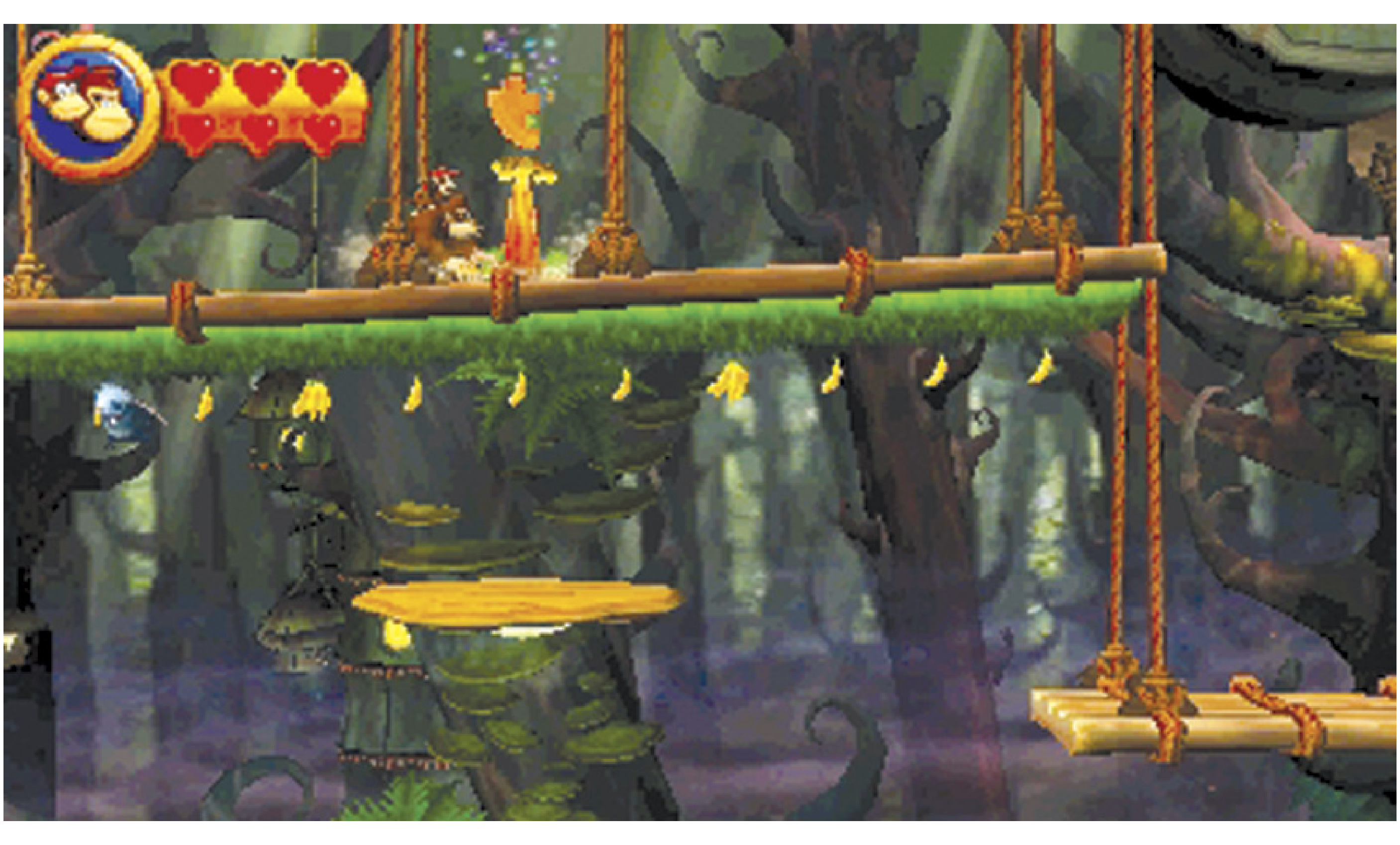
World 5

Clingy Swingy

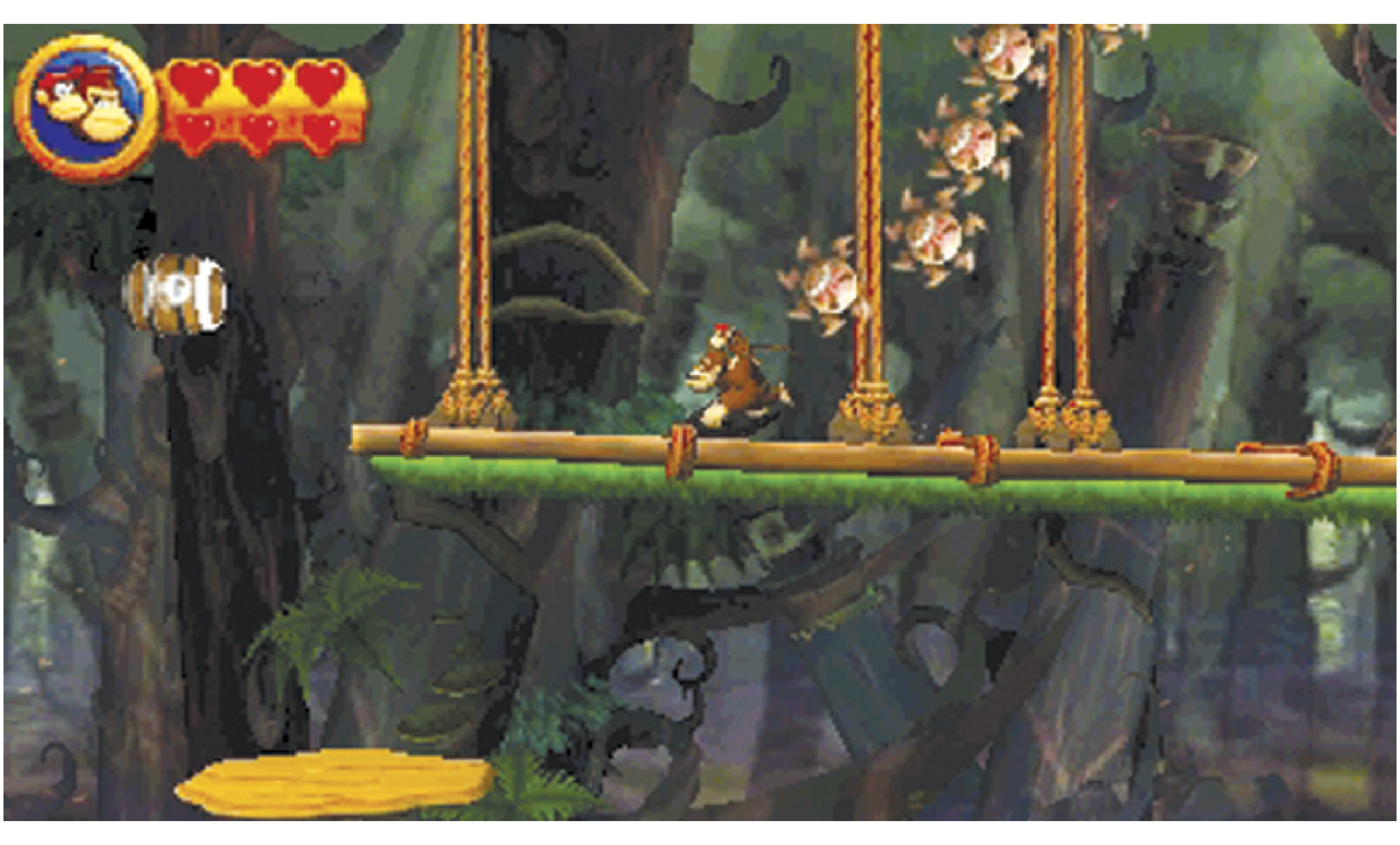




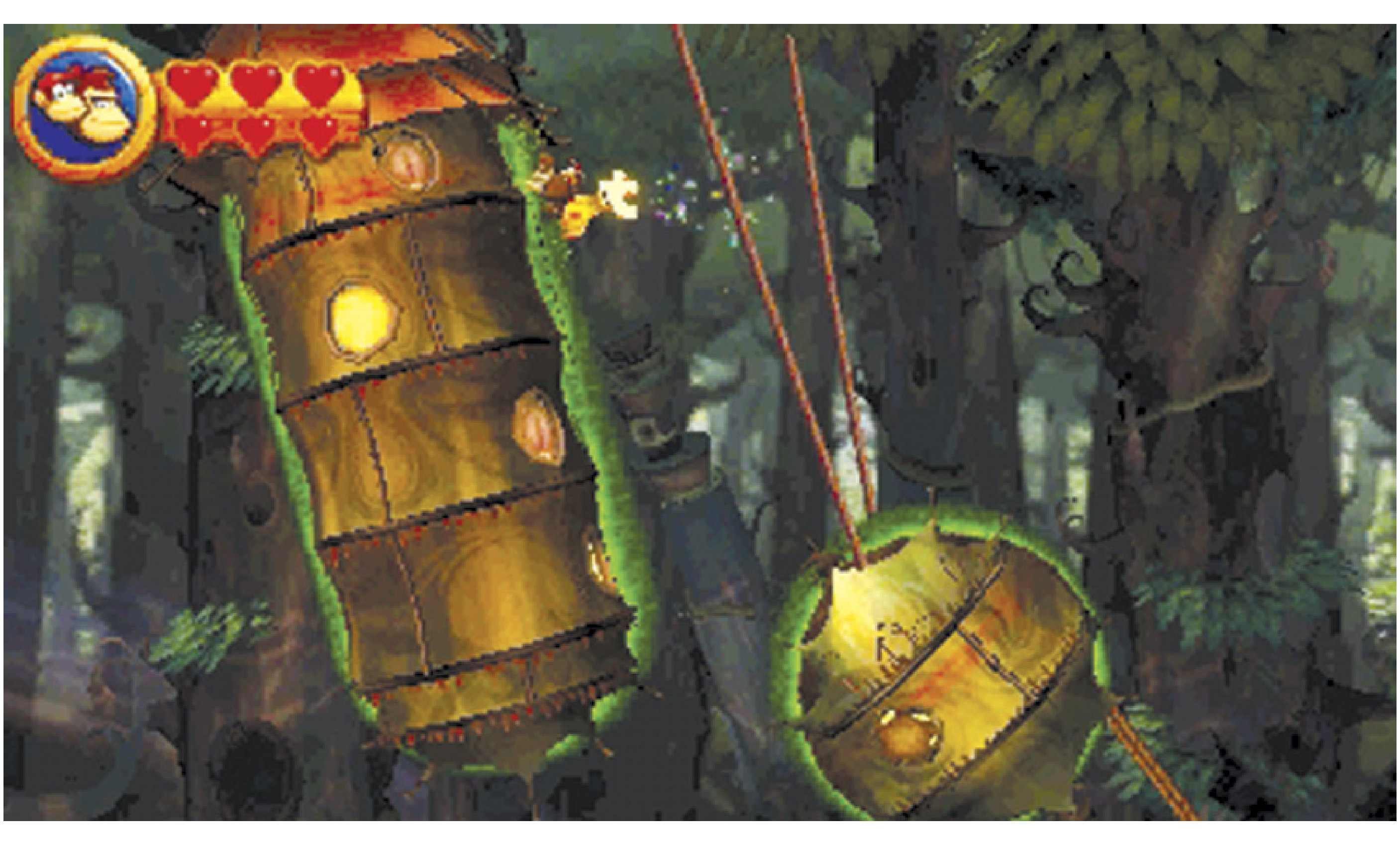
① K Grab the DK Barrel at the start, and then make your way across hanging platforms and grassy logs. Pick up some coins as you head over to a swinging log. Grab on to the grassy underside and get to the center as it swings down. This way you can collect lots of bananas and the K KONG letter.



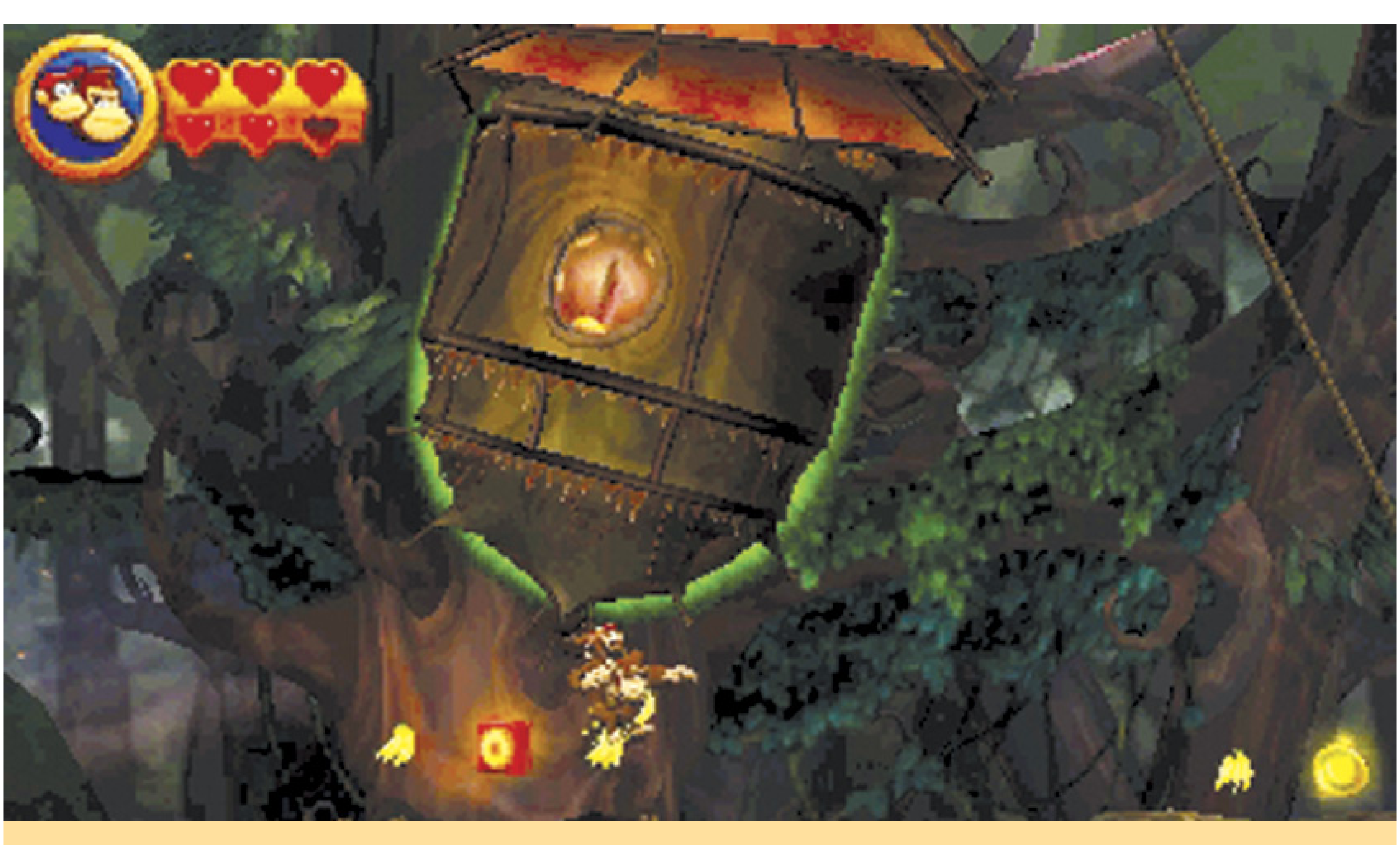
② Keep advancing until you reach a long platform with a grassy bottom. Crawl across it to the right, then jump onto a platform. From there, you can hover-jump across to the left and pound a gourd on the grassy platform to release a Puzzle Piece.



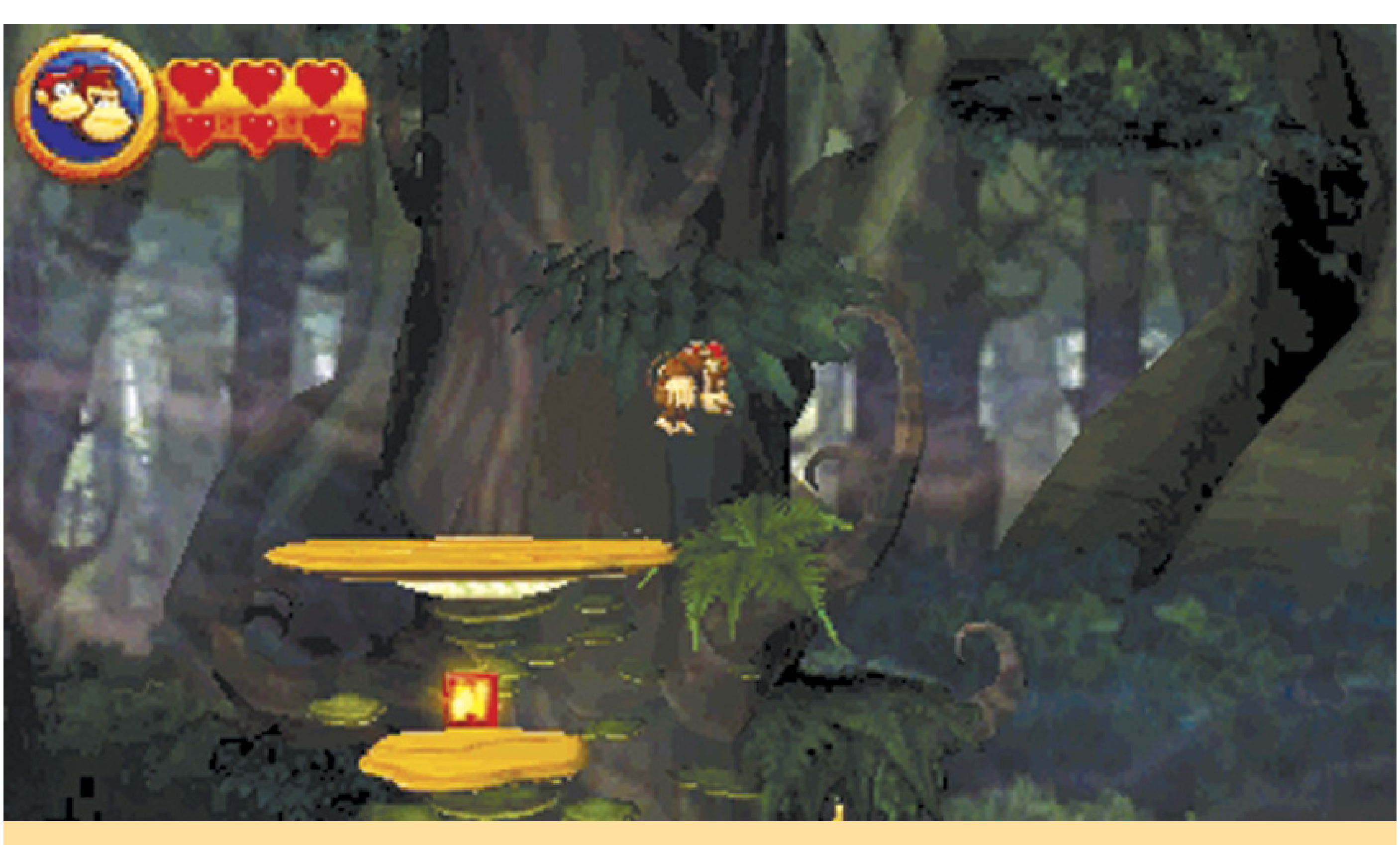
③ When you reach two long platforms with grassy bottoms, climb across to a swinging hut. From there, jump left back onto the top of the grassy platform and make your way to the left, avoiding Tiki Zings. Jump into a barrel at the end to reach a bonus area. Clear it out to collect a Puzzle Piece.



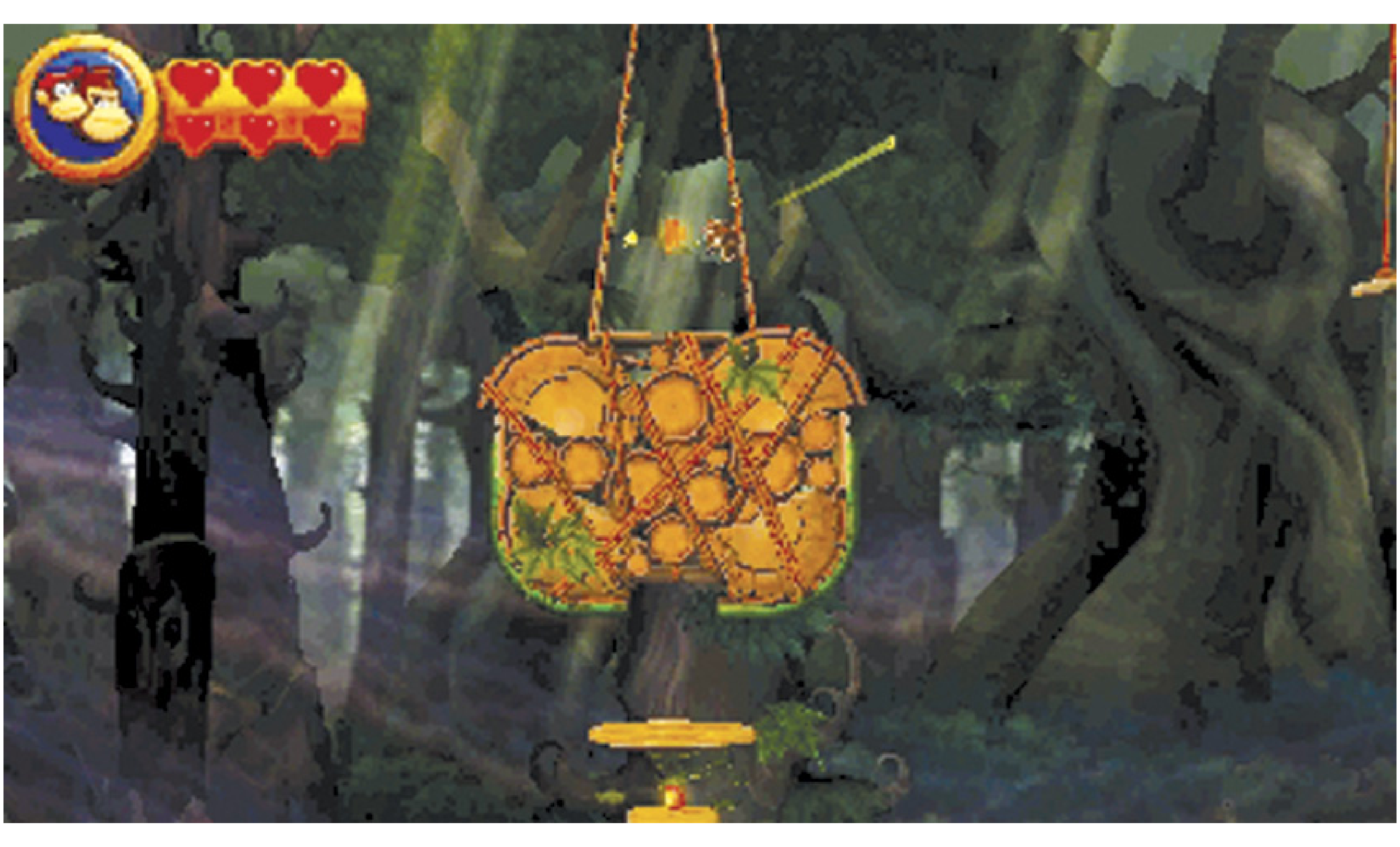
④ Make your way back to the swinging hut, and climb around to the right side. Pound the gourd growing on it to find another Puzzle Piece.



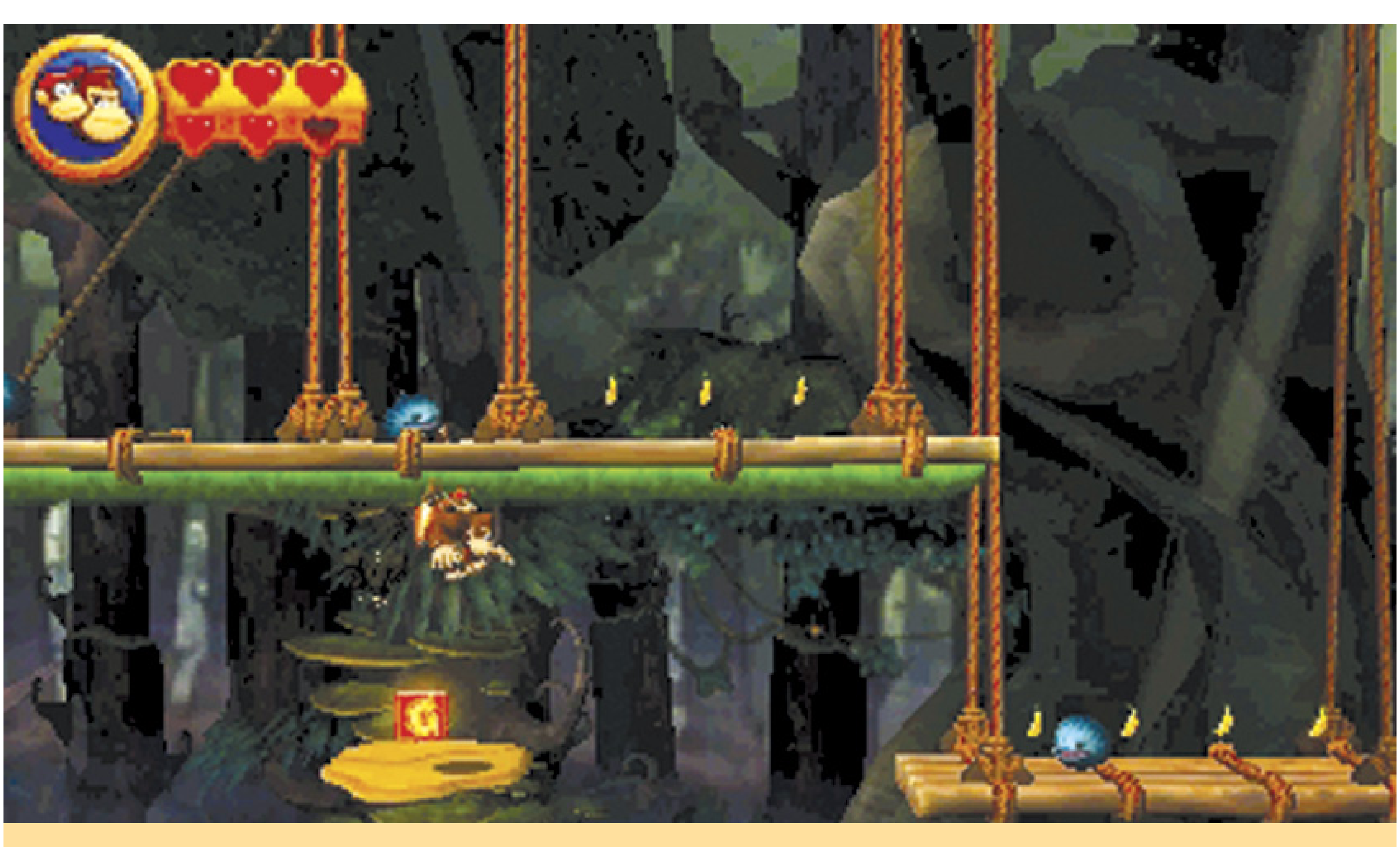
⑤ O Continue moving along grassy logs and swinging huts. When you reach this swinging hut, climb down to the bottom and jump onto the platform to get the O KONG letter. Then jump back onto the hut and ride it up to the checkpoint.



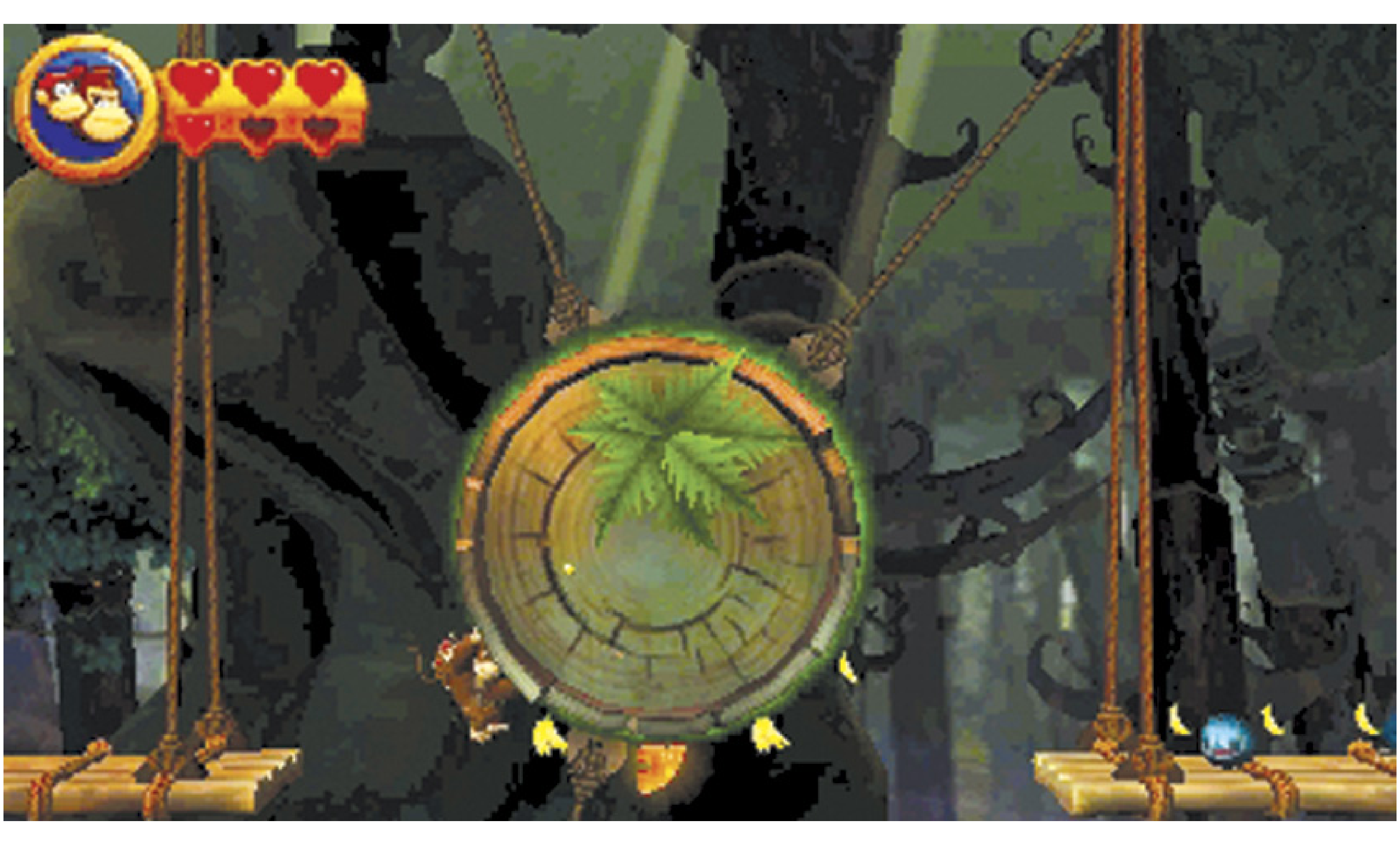
⑥ N As you reach a wide, swinging log, climb to the bottom and drop onto a platform. Drop down to the right to another platform and then jump up to the left to get the N KONG letter. When the log comes back, jump onto the grassy surface on the log's right side.



⑦ As the log reaches the right end of its swing, jump across to a platform. When the wide log swings back, hover-jump onto the top of it and ride it toward a Puzzle Piece in the air above the log. You have to keep jumping while on top, or you may slide off the edge. Once you have the Puzzle Piece, head back to the platform on the right or drop to the platform below the log; then make your way back up onto the platform.



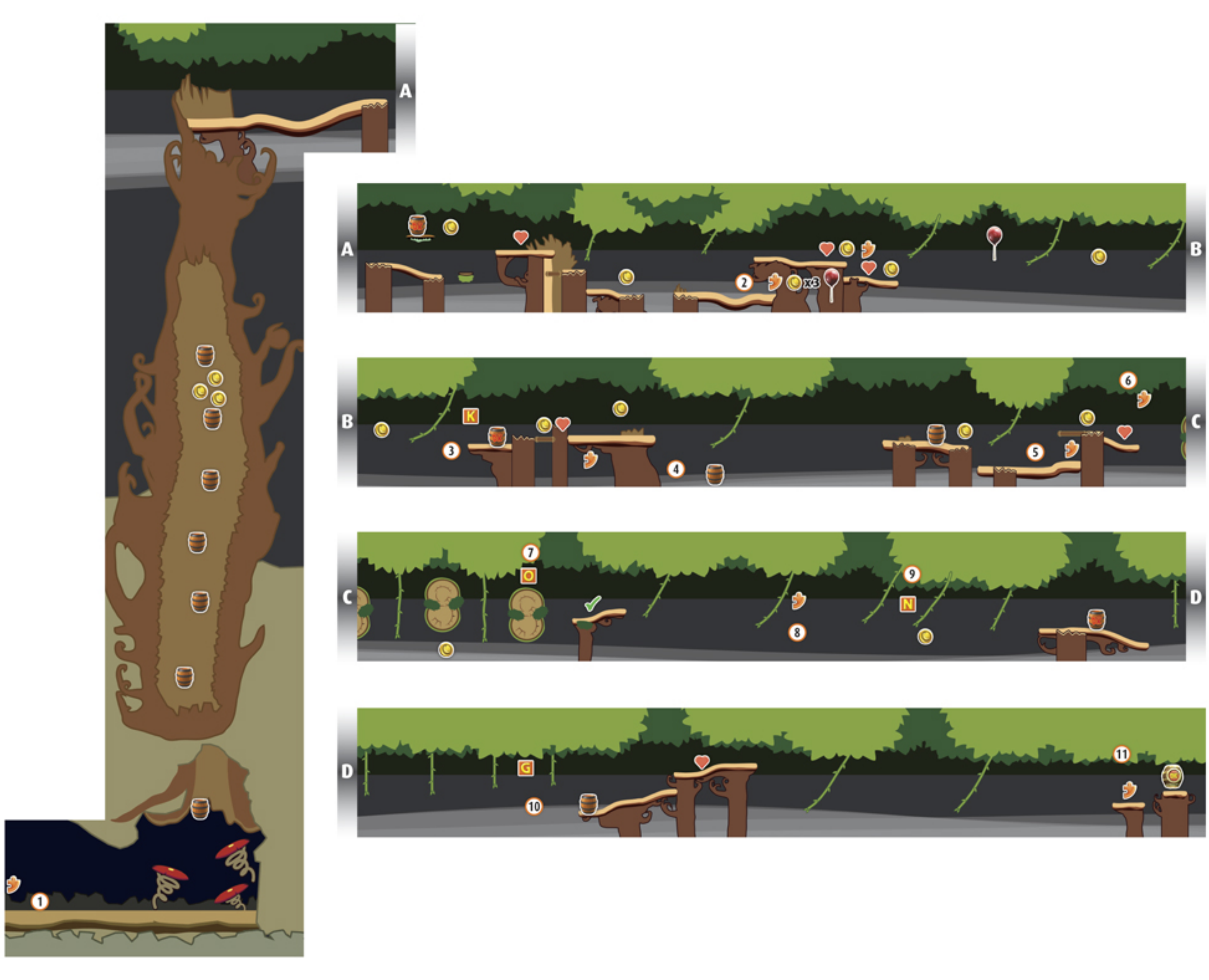
⑧ G The G KONG letter is located on a small platform underneath a grassy platform. Climb across and drop down onto the letter to finish spelling out K-O-N-G.

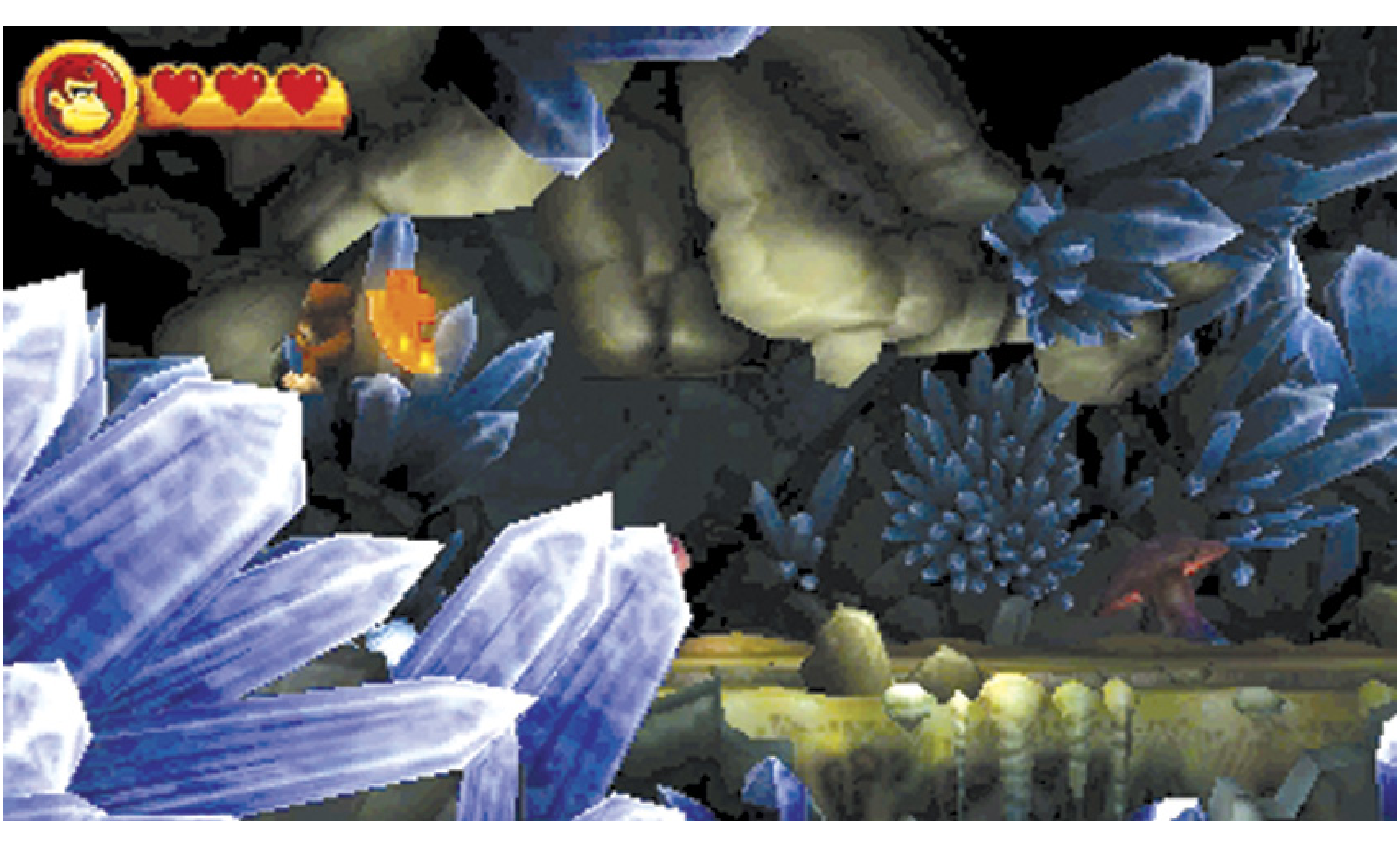


⑨ Head right and jump onto a grassy log with two Wiggles moving around it. Quickly climb along the bottom to get the last Puzzle Piece, and then jump across to the platform to the right to get away from the Wiggles. Continue to the Slot-Machine Barrel to complete this level.

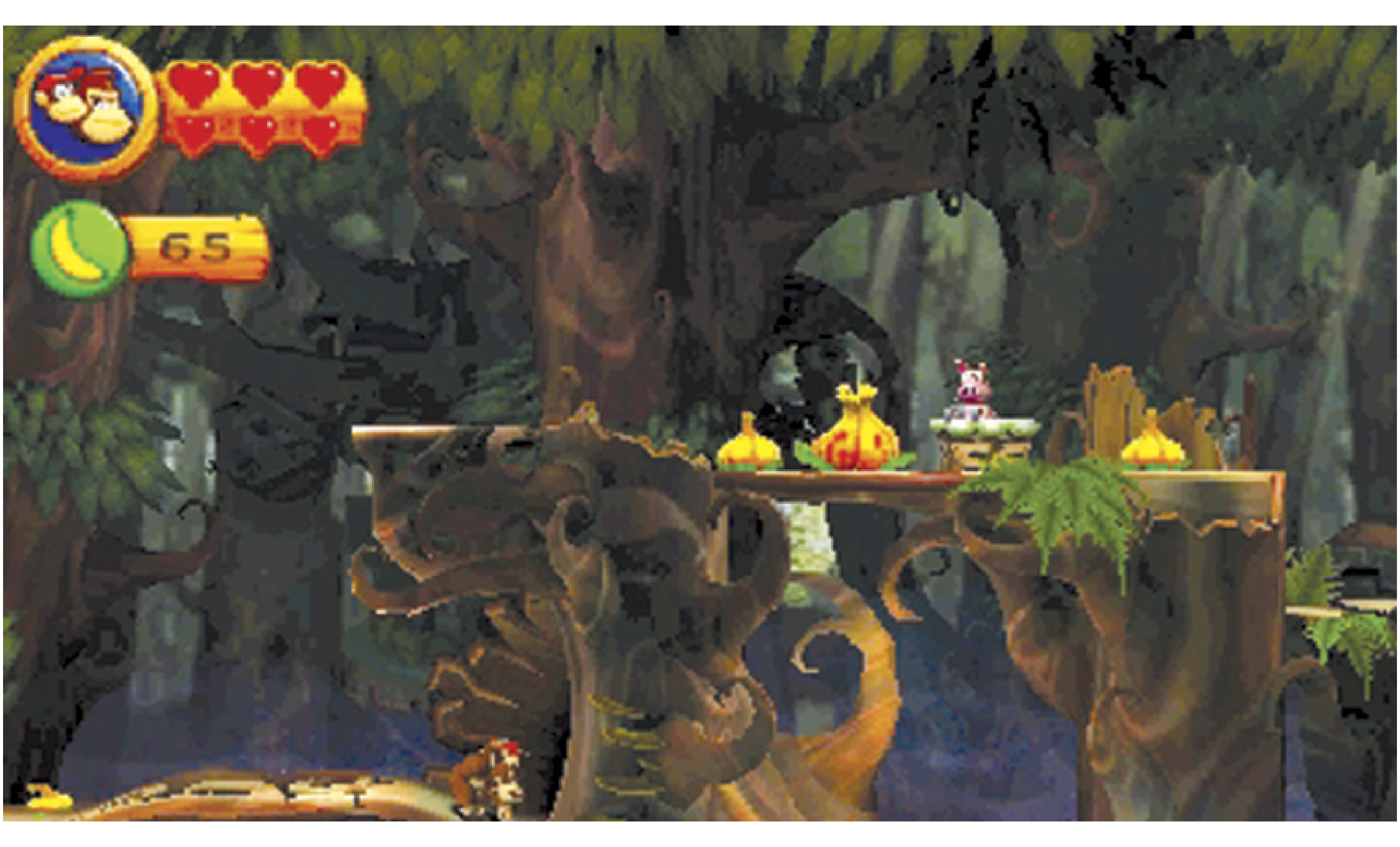
World 5

Vine Valley

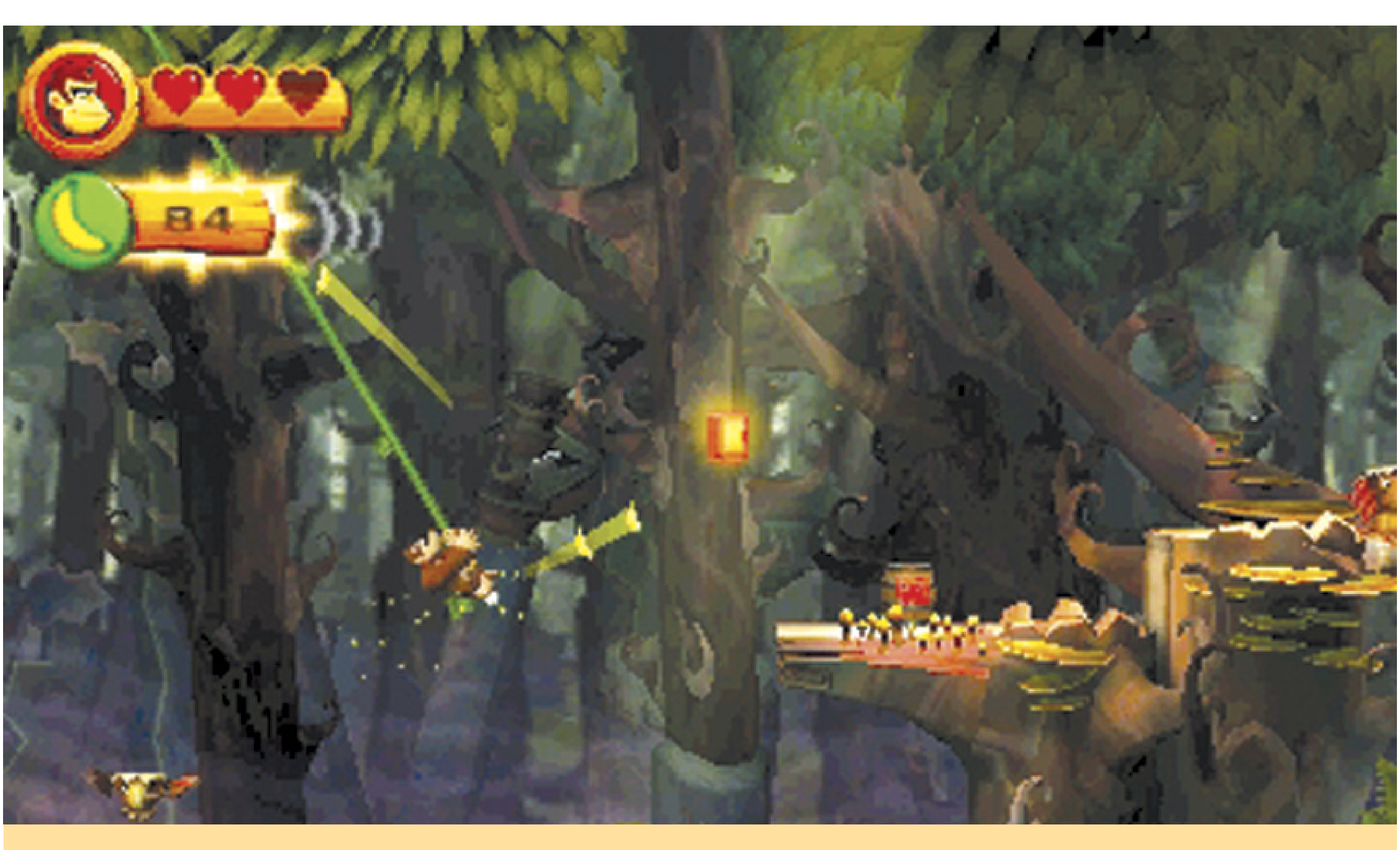




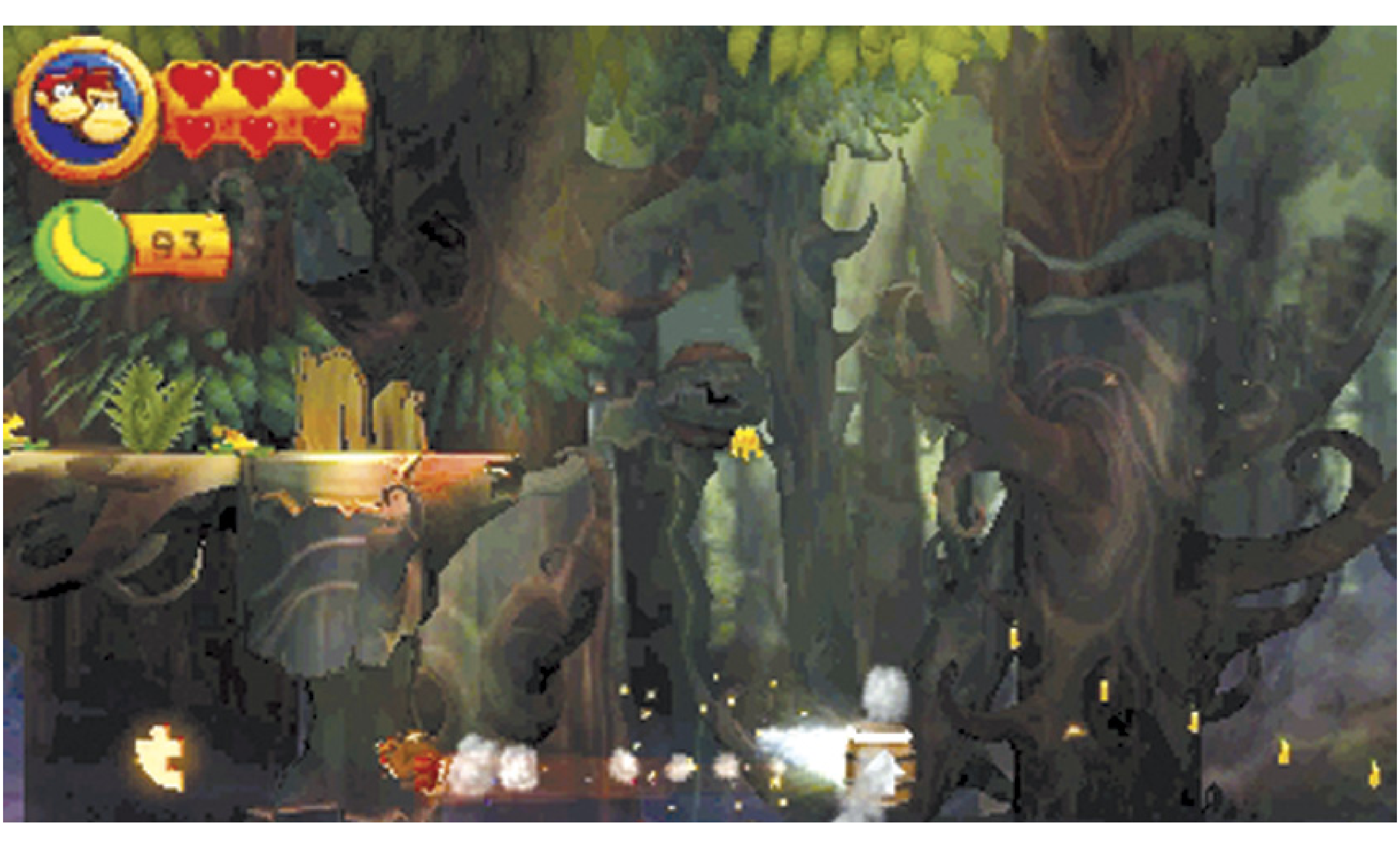
① The first Puzzle Piece is right near the start. Just head to the left into the crystals and jump up to get it for a great beginning to your collection for this level.



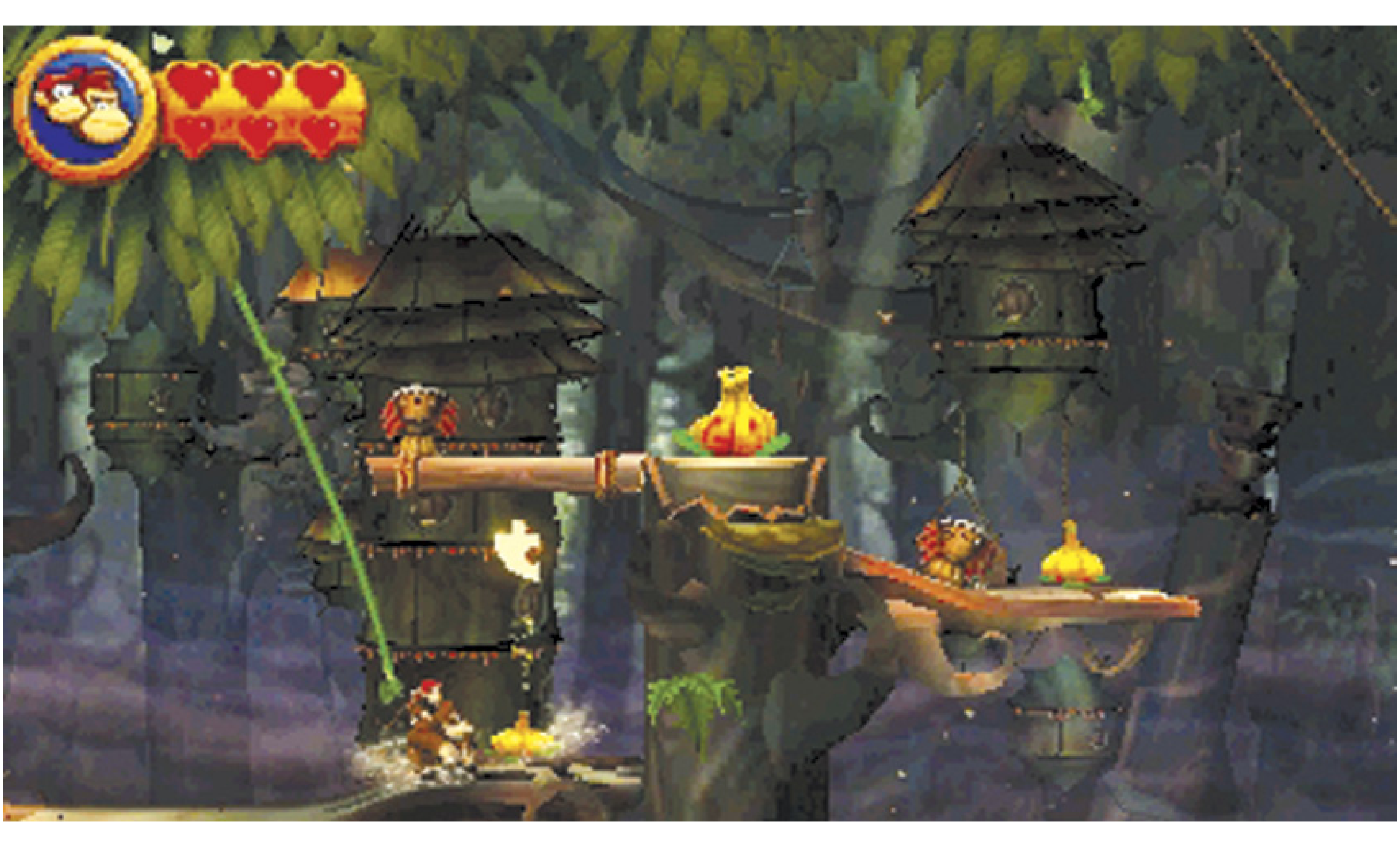
② Once you reach the top of the level, head right and get the DK Barrel; you will need Diddy Kong. After swinging across a couple vines, drop down and enter this opening to a bonus area. Clear it out to get the Puzzle Piece.



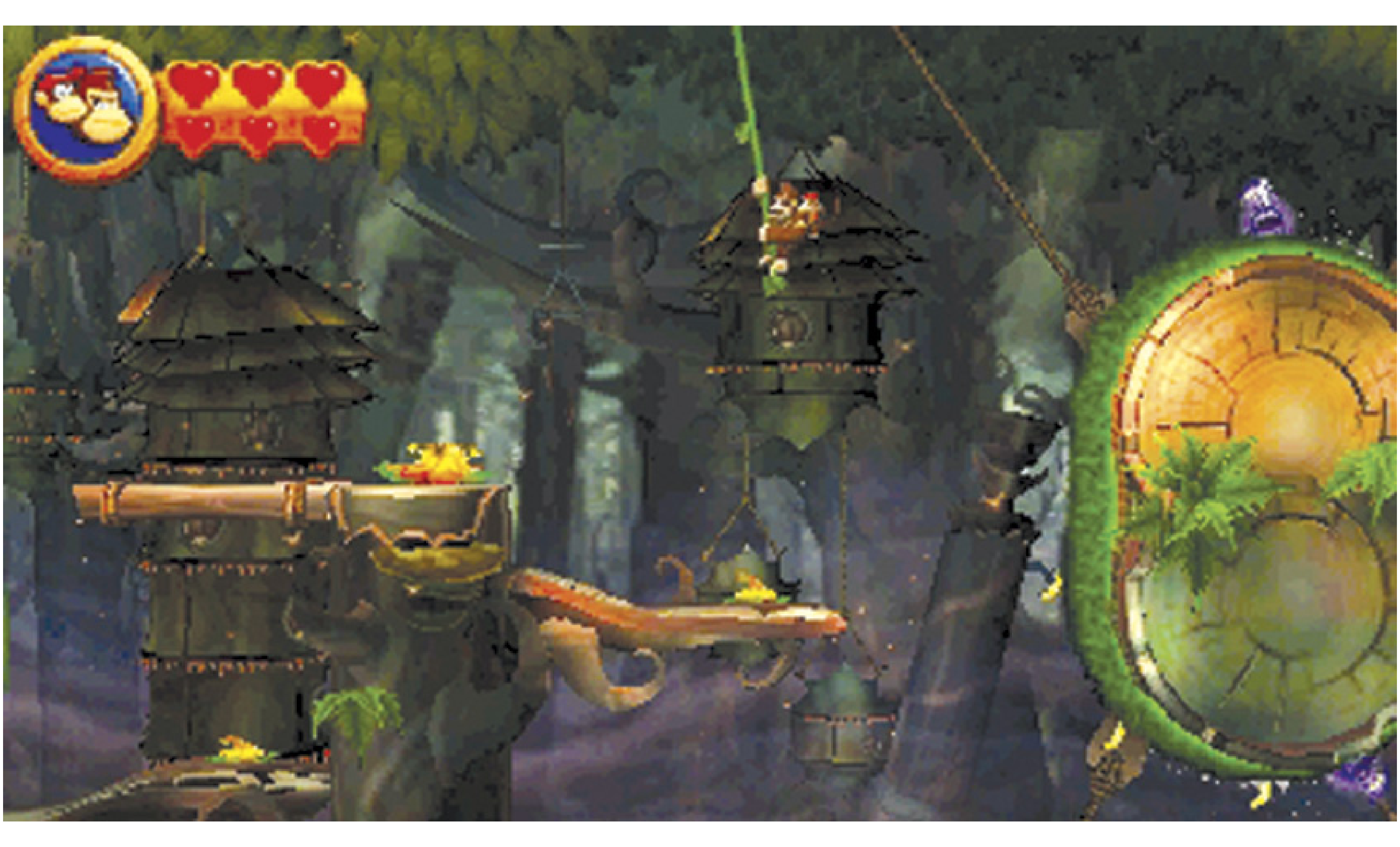
③ K After going past the checkpoint, swing across on four vines, collecting coins, bananas, and a balloon as you go. At the end, jump off the last vine and get the K KONG letter before you land on solid ground again. Grab a DK Barrel if you need one here; Diddy Kong makes this level a bit easier with his hover-jump.



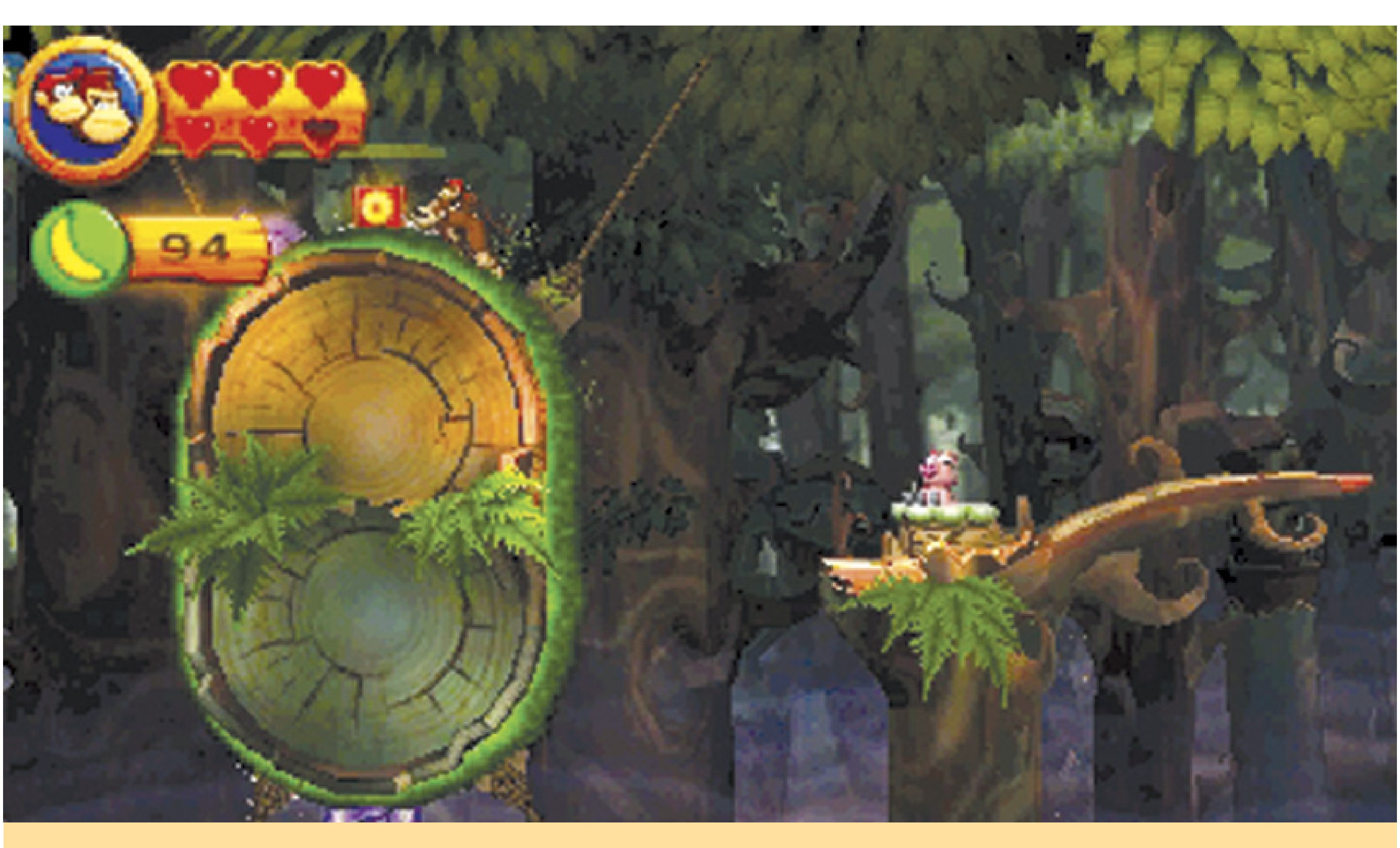
④ At the right edge of the platform where you got the DK Barrel, jump down into a group of leaves. You will land in a barrel that will shoot you to the left to get a Puzzle Piece; then another barrel shoots you back up onto the platform.



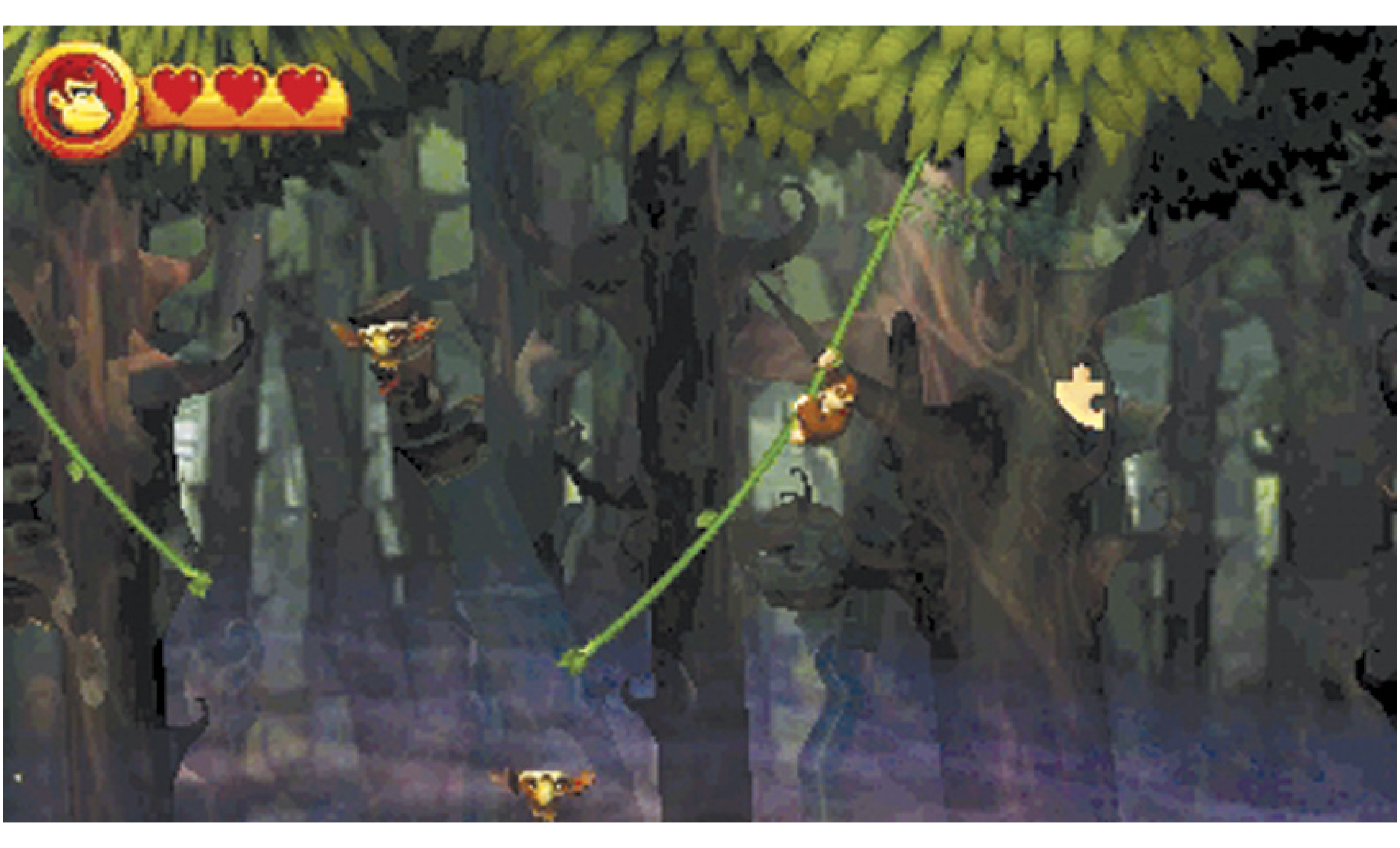
⑤ Swing across to the next platform. Pound a gourd in the bottom right corner to find another Puzzle Piece. You can also get a couple coins and a heart on this platform, so knock out enemies and pound other gourds to rack up the goodies.



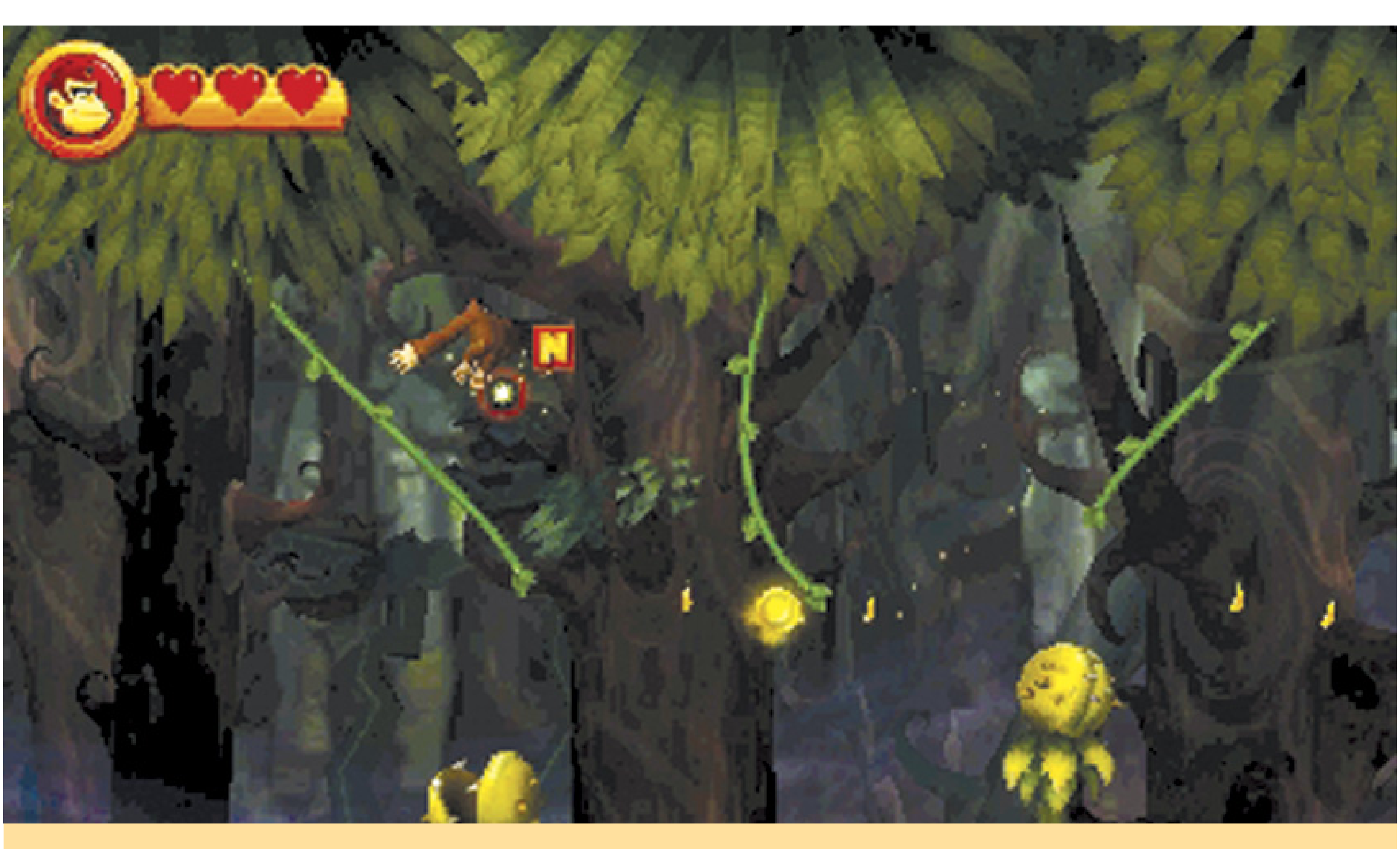
⑥ Jump over to this grass-covered log and climb to the top, avoiding the beaters. At the top, jump off to the left and grab on to a hard-to-see vine that is hanging down from the treetops. Climb up it to enter a bonus room where you can earn a Puzzle Piece.



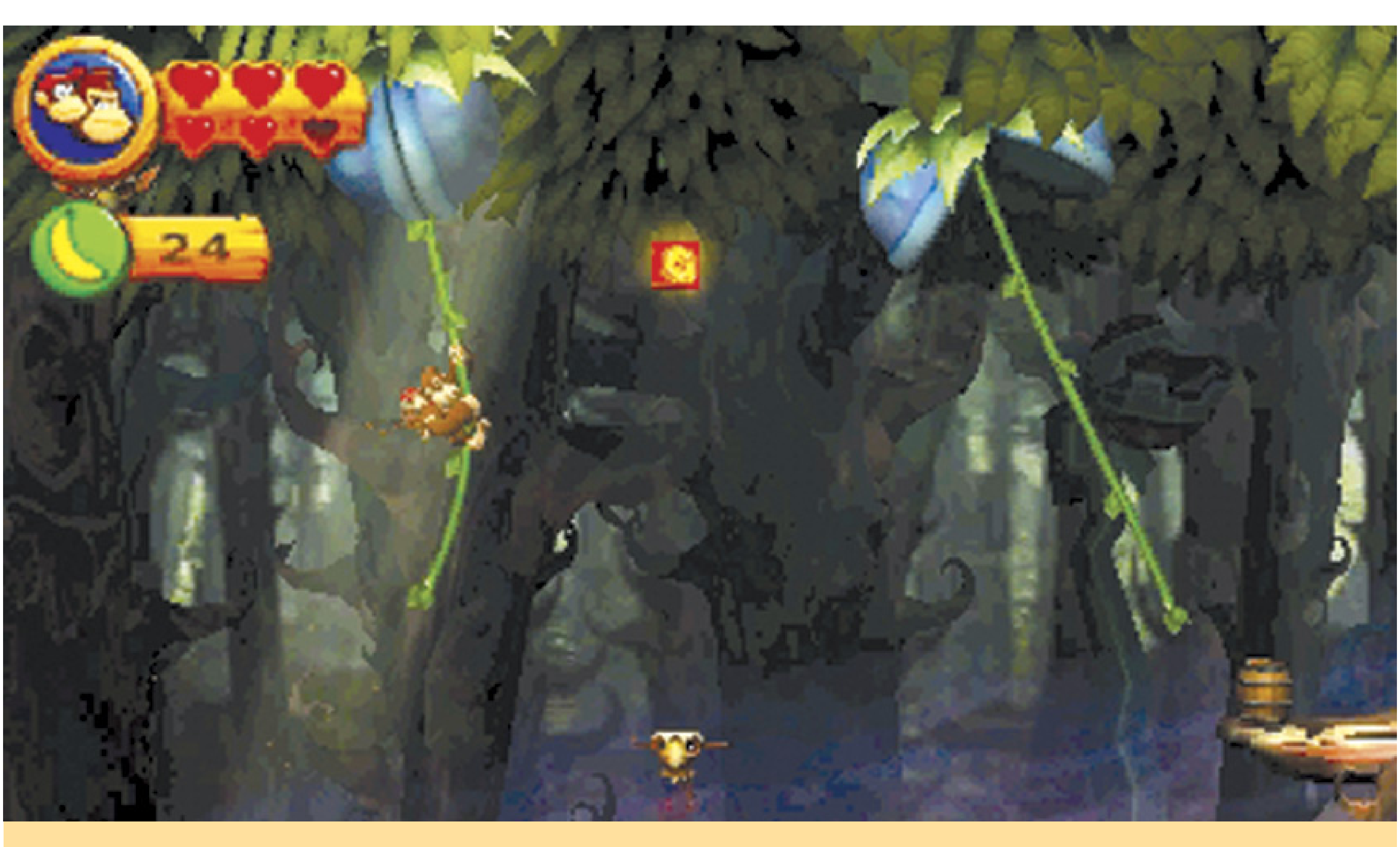
⑦ O Jump across and crawl around the grassy logs. At the top of the third one, you can retrieve the O KONG letter. Move around to avoid the Buzzbites, and then jump across to the platform where another checkpoint awaits. Save your progress.



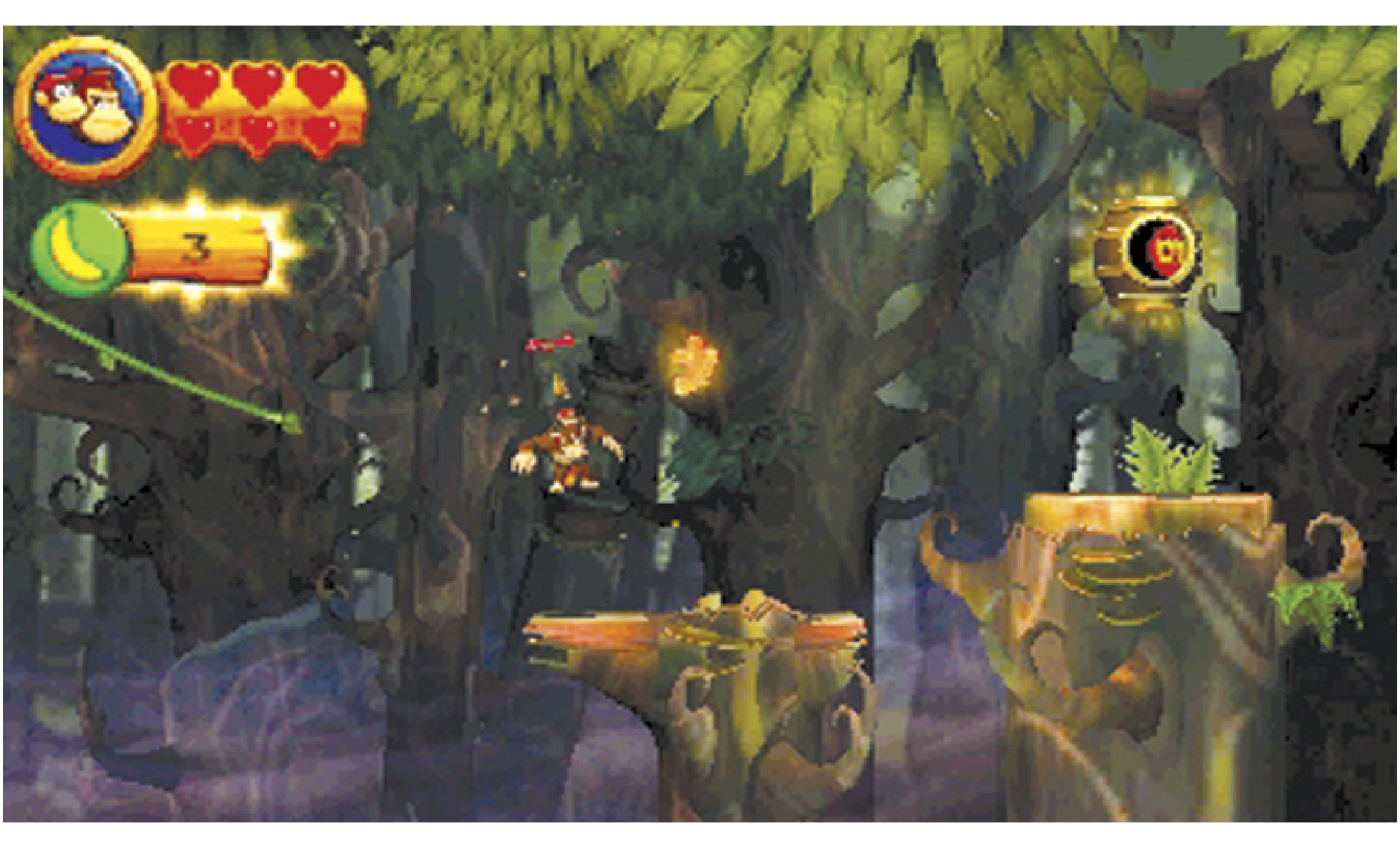
⑧ Swing across more vines. Be sure to collect all the bananas below the first set of vines and a Puzzle Piece will appear in the air. Climb up the second vine to collect it, and then keep swinging your way to the right.



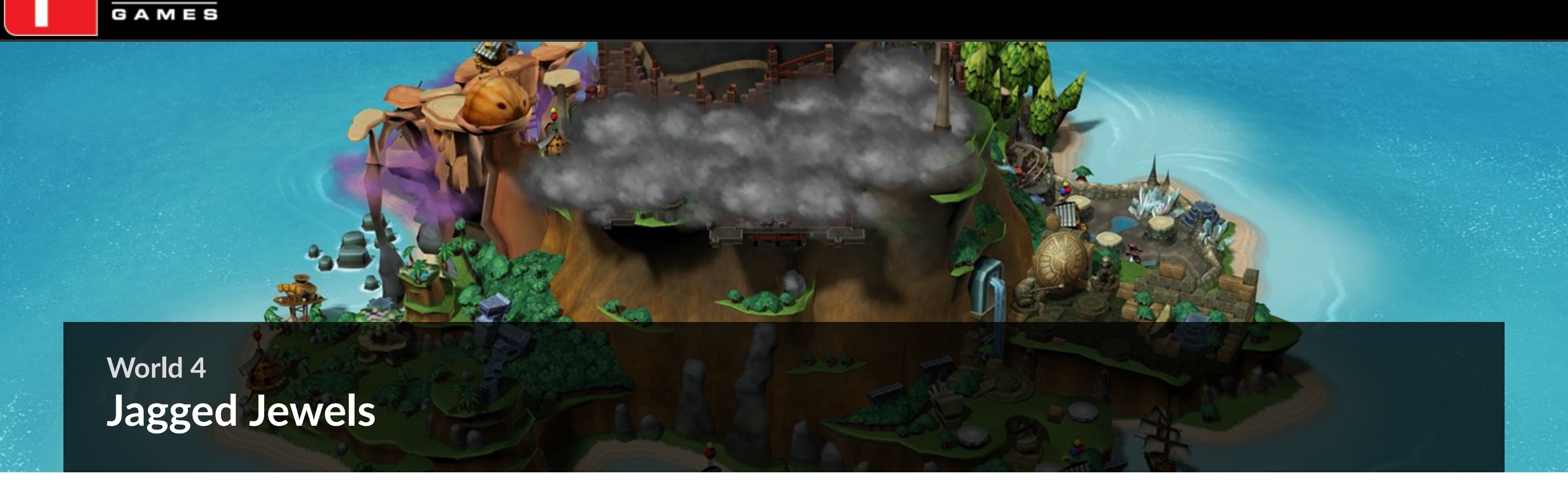
⑨ N As you swing over some Chomps, collect the N KONG letter. You must be careful as you jump here, since these voracious plants stretch up to try to bite you. When you land on the next platform, pick up a DK Barrel to restore your hearts and get Diddy Kong back if necessary.



⑩ G The next vines you swing across have Ape-Eating Plants at the top. As you grab on to the vine, the plants will slowly pull you in toward their mouths. Keep moving, and when you near the end of this section, jump across between two vines and get the G KONG letter. This is tough, since it is close to the mouths of two plants.

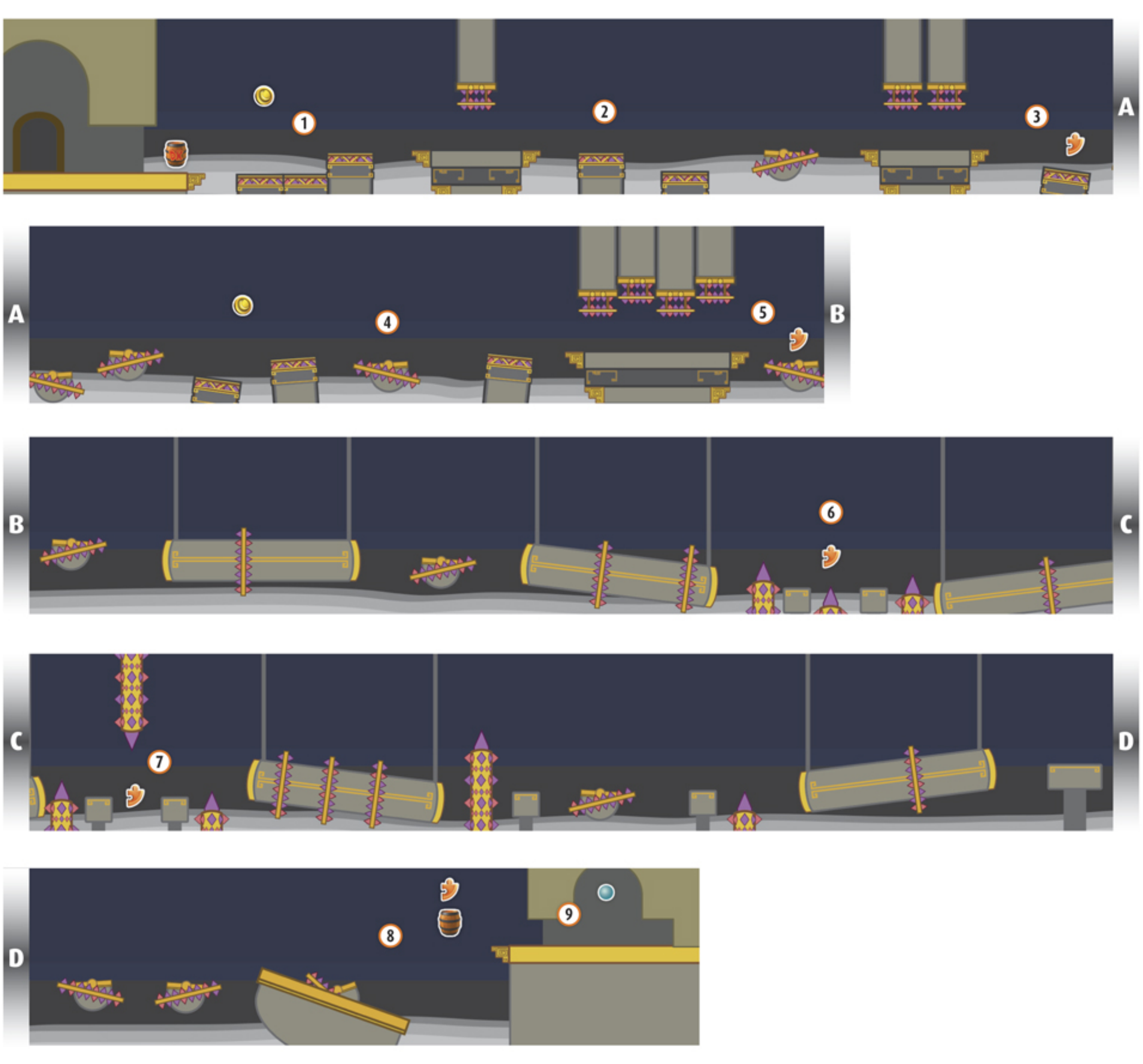


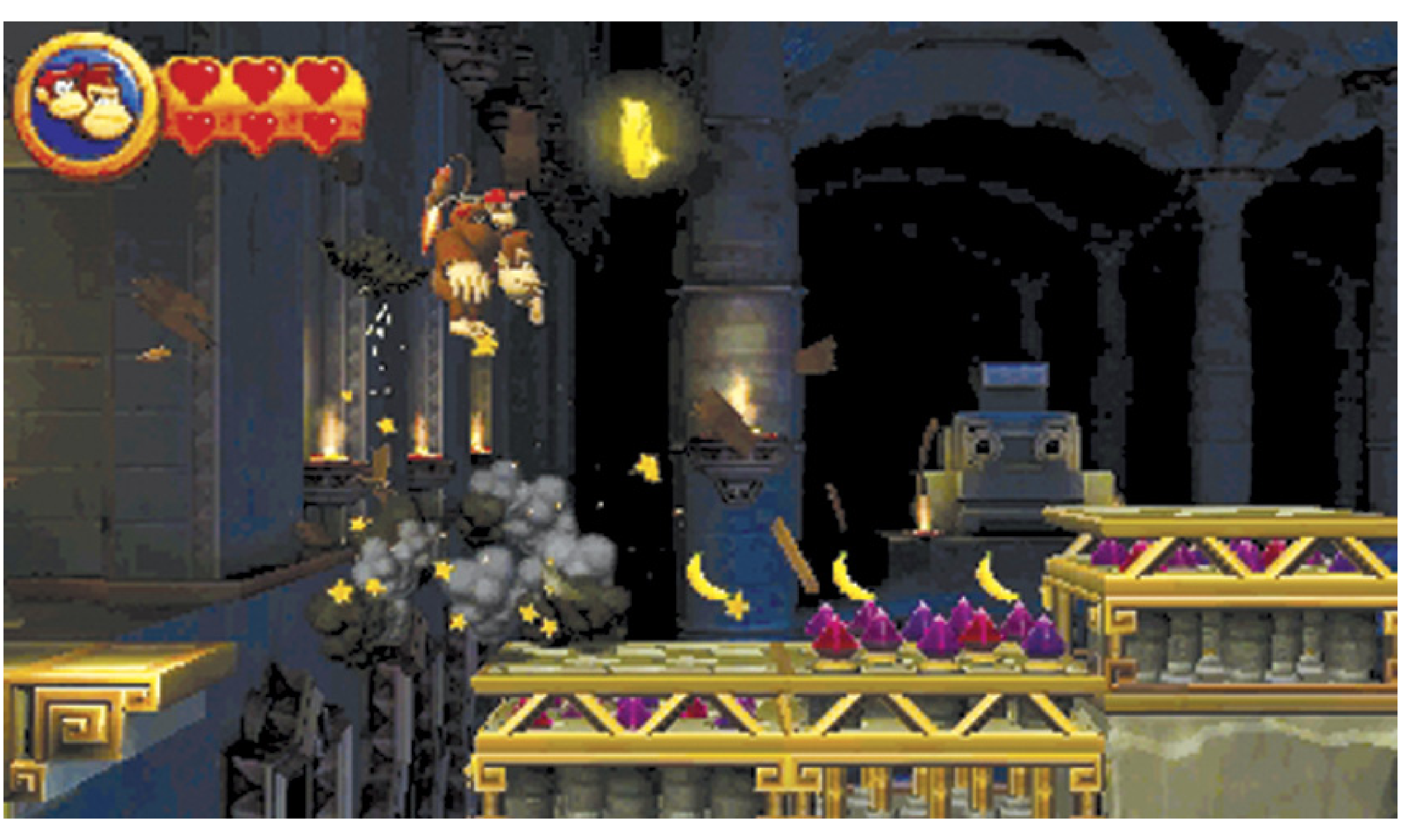
⑪ When you reach the Slot-Machine Barrel, jump down onto a platform to the left. Blow on the propeller flowers as they float up. Get all of the bananas. Once you do this, the last Puzzle Piece will appear.



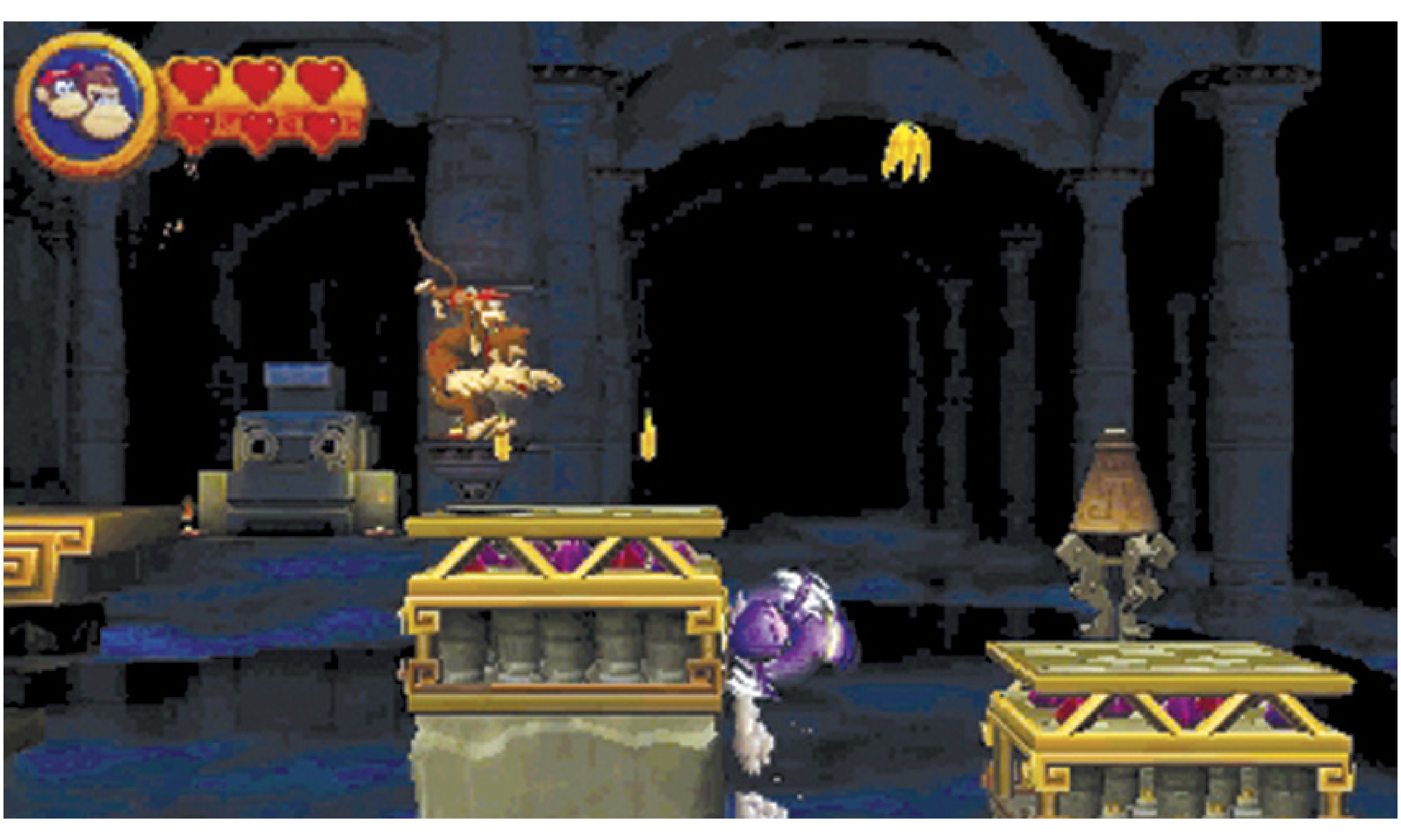
World 4

Jagged Jewels

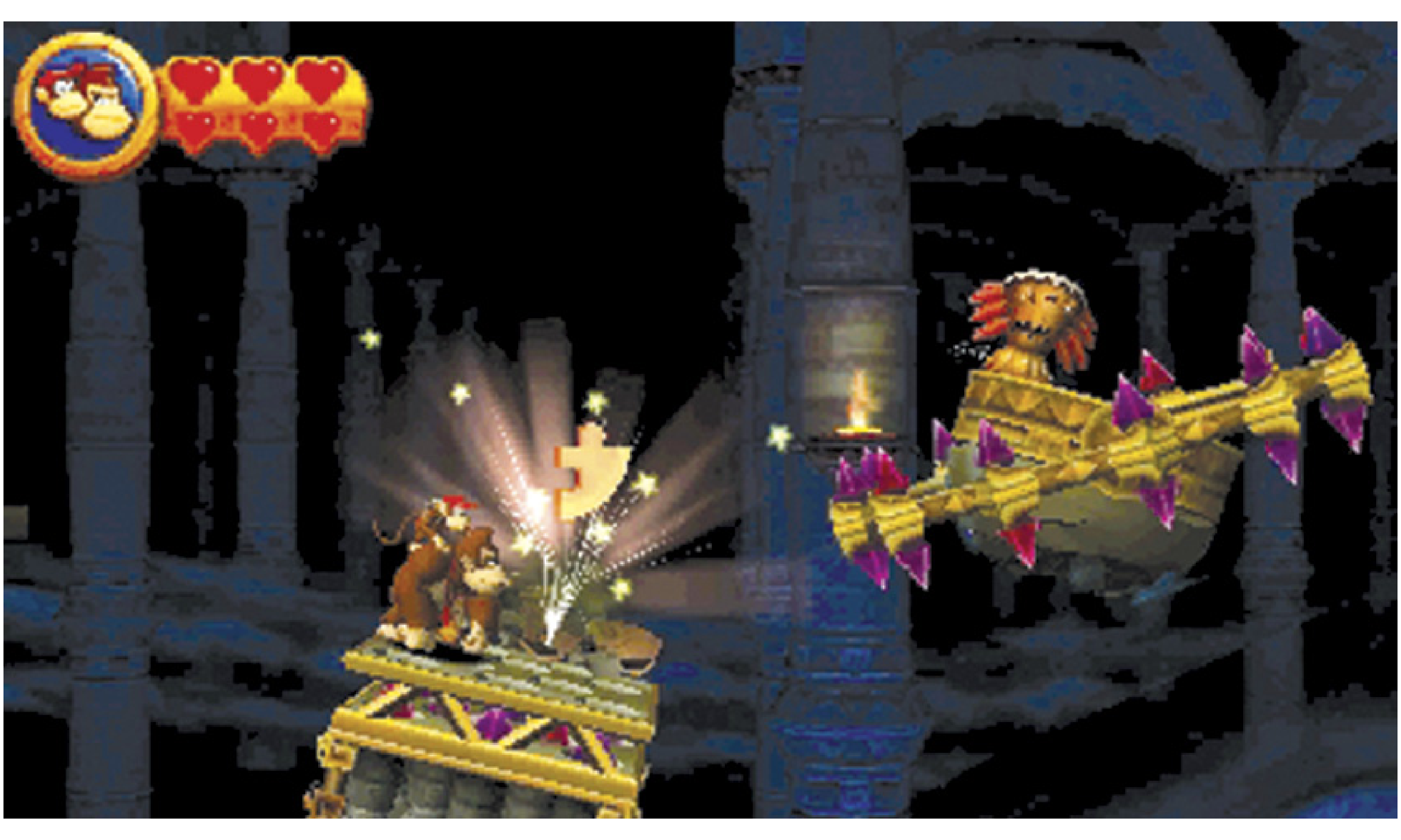




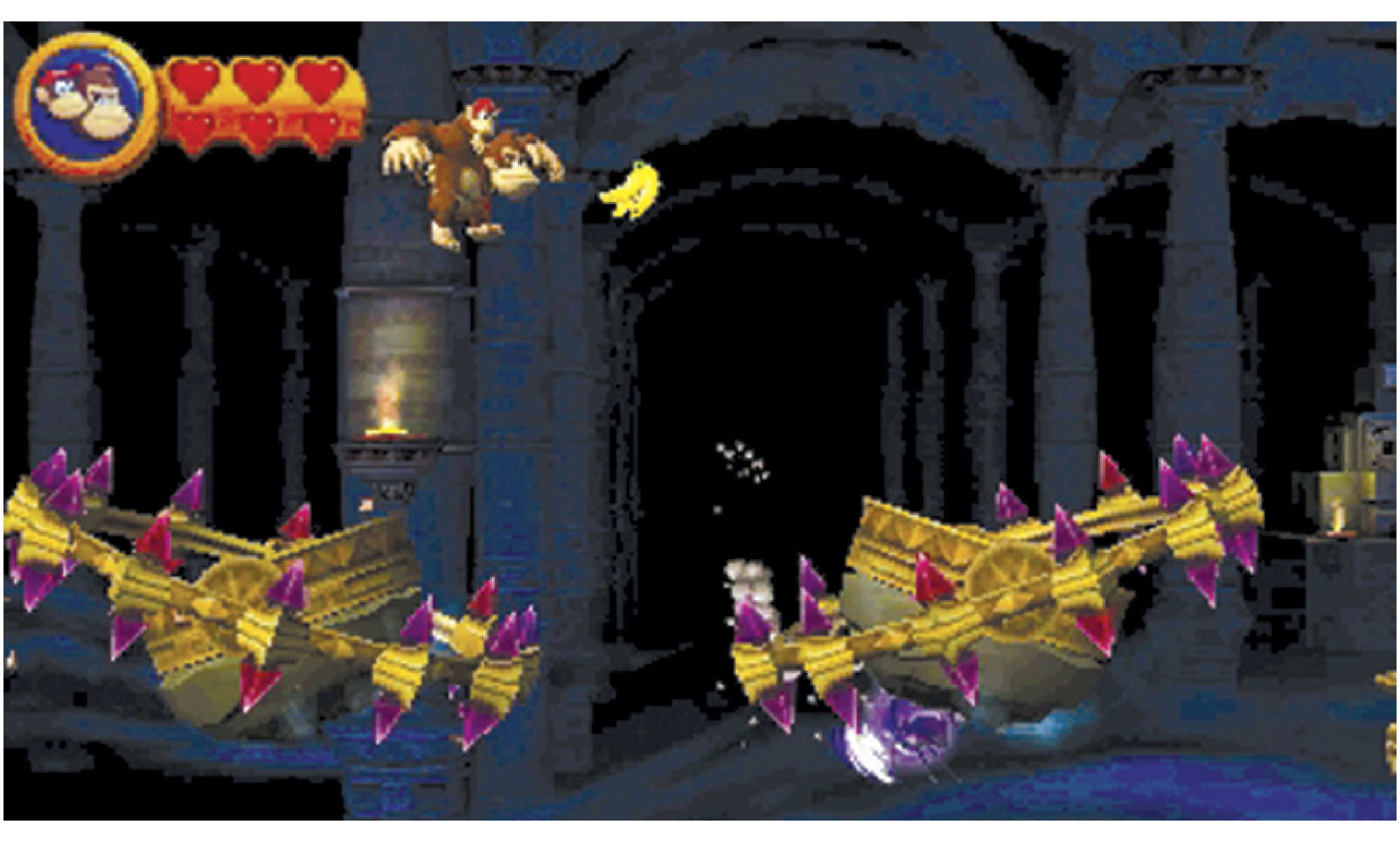
① Pick up the DK Barrel near the start—you will need the Barrel Jet. Some of the platforms on this level have spikes that pop up and then retract. The retracted spikes will shake a bit before they pop out, so watch for them and get ready to jump when they start shaking.



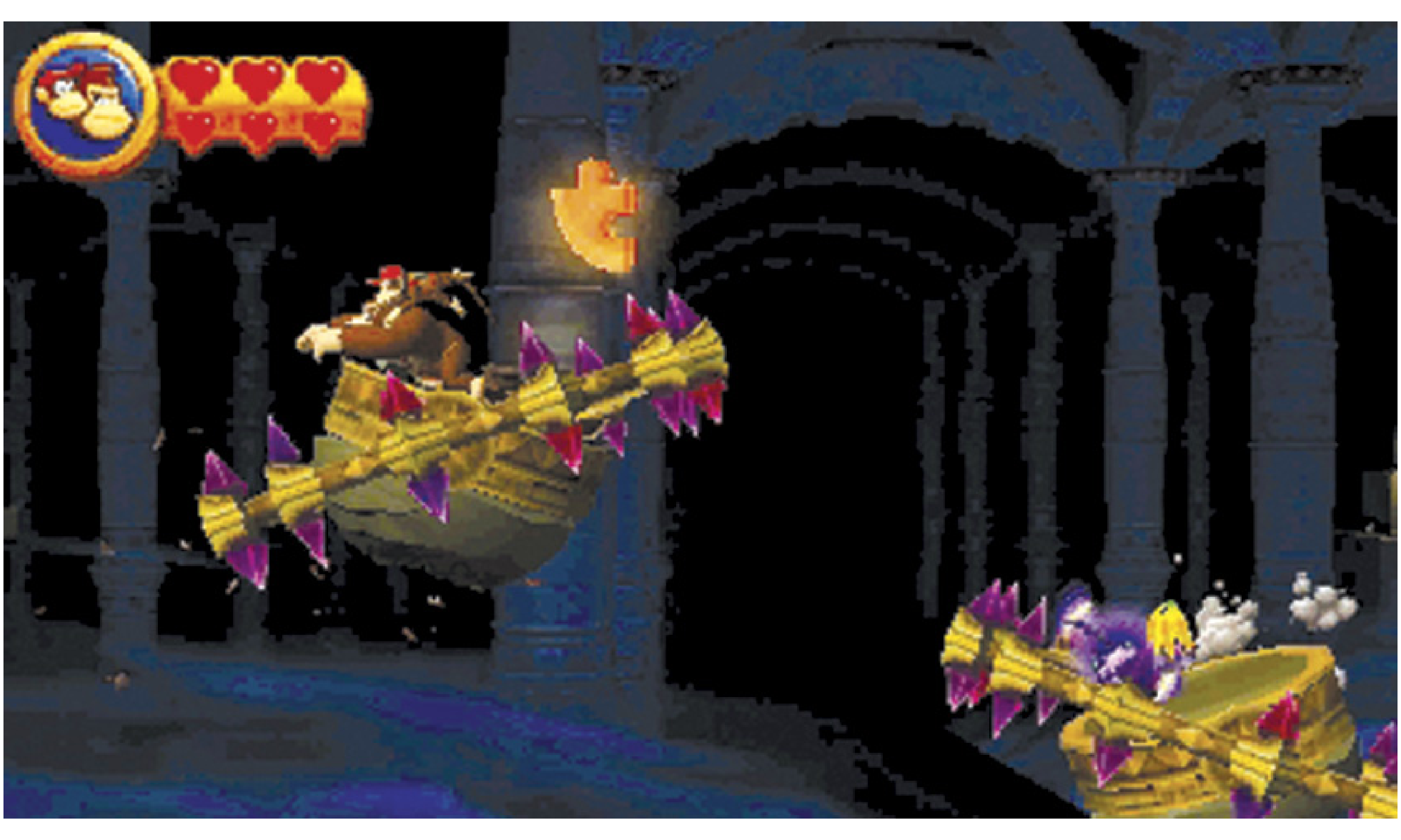
② Buzzbites move along some of the platforms. This can make timing your jumps difficult, since you have to worry about both the spikes and the Buzzbites.



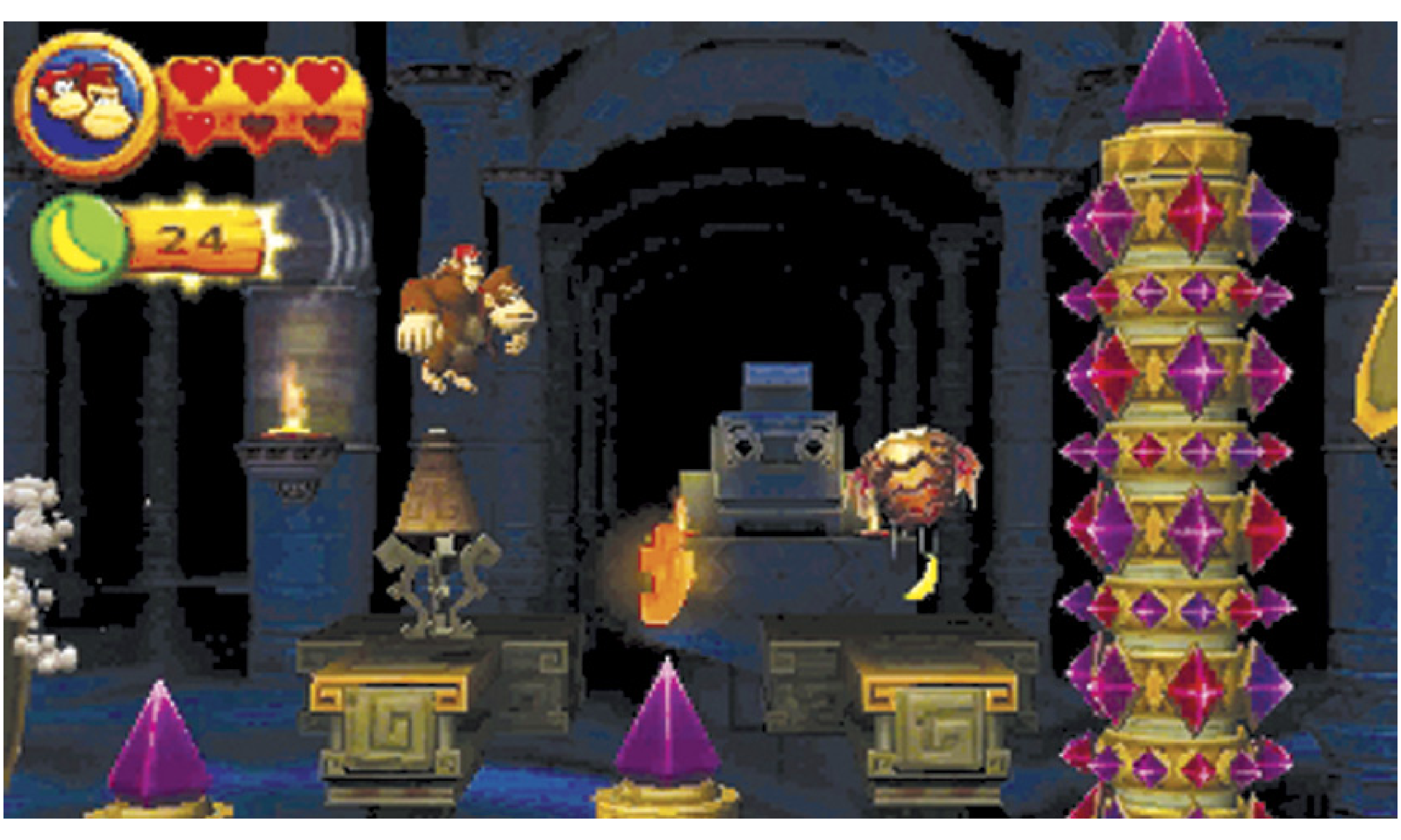
③ The first Puzzle Piece is on this spiked platform. Time your jump: when the spikes retract, pound the container to get the Puzzle Piece and then jump over to the circular platform to the right.



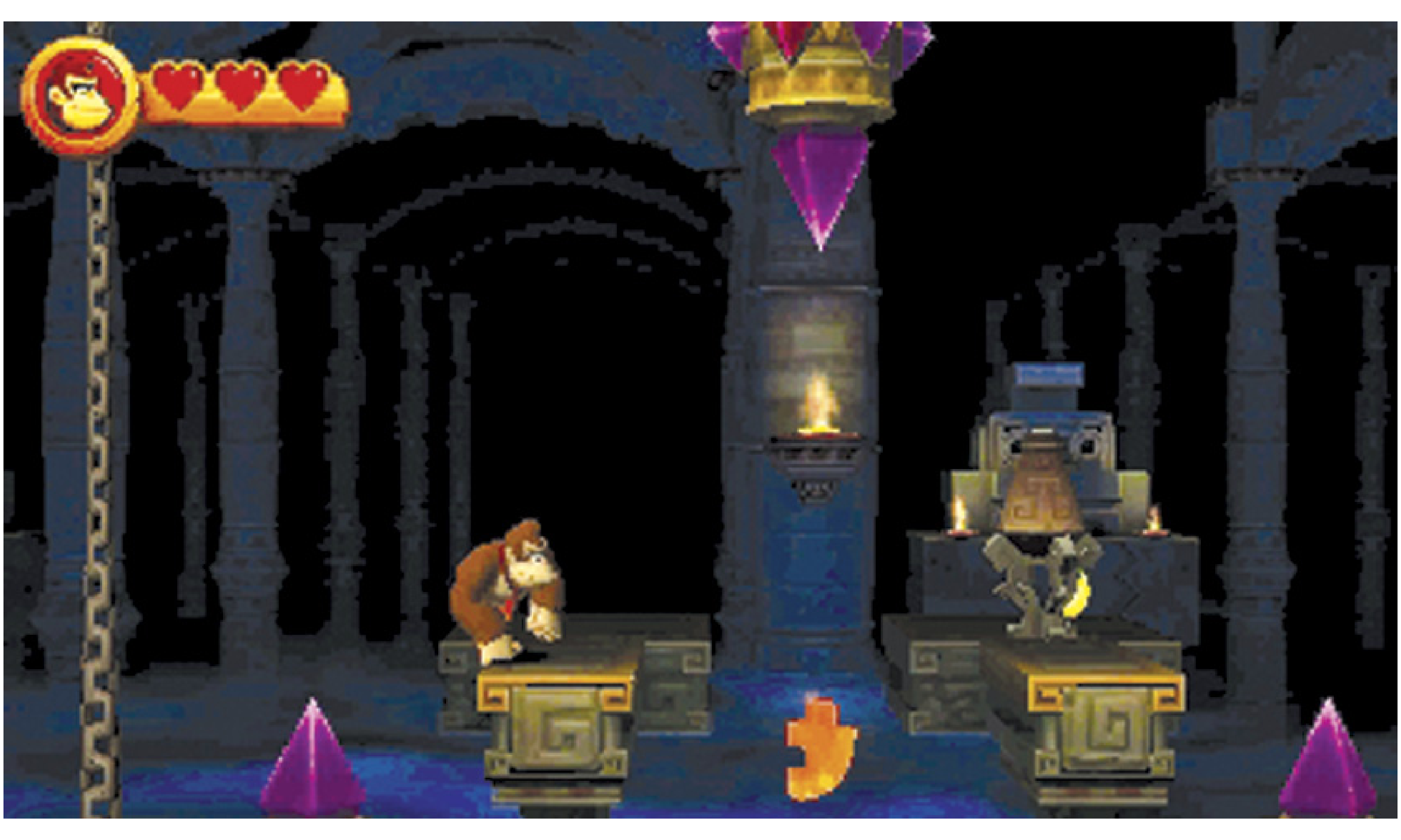
④ Some of the circular platforms have orbiting spikes. As these come over the top of the platform, stay put to avoid the spikes.



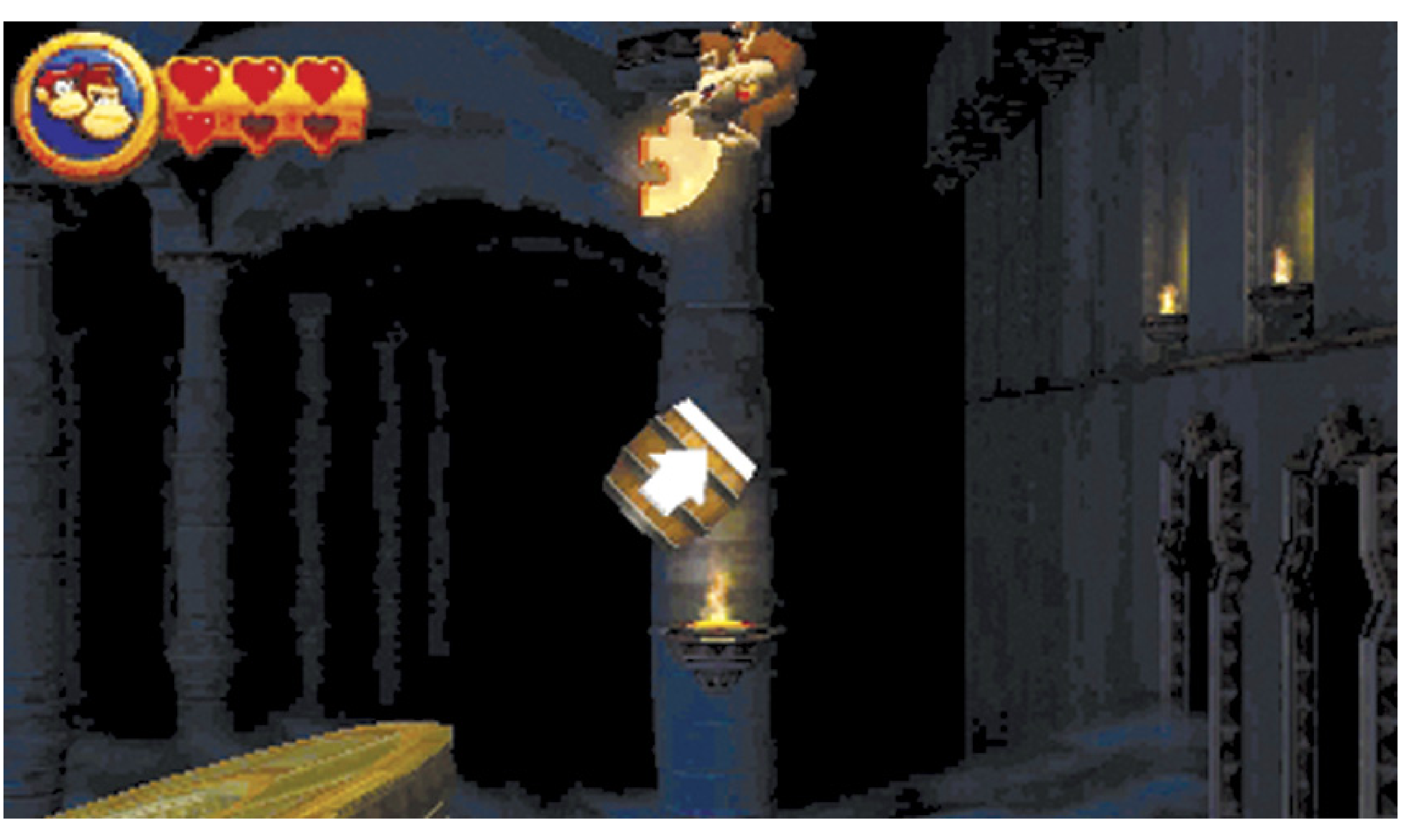
⑤ To get the next Puzzle Piece, jump over to this circular platform and land on the Tiki Goon to get rid of it. Then pound the container to get the Puzzle Piece.



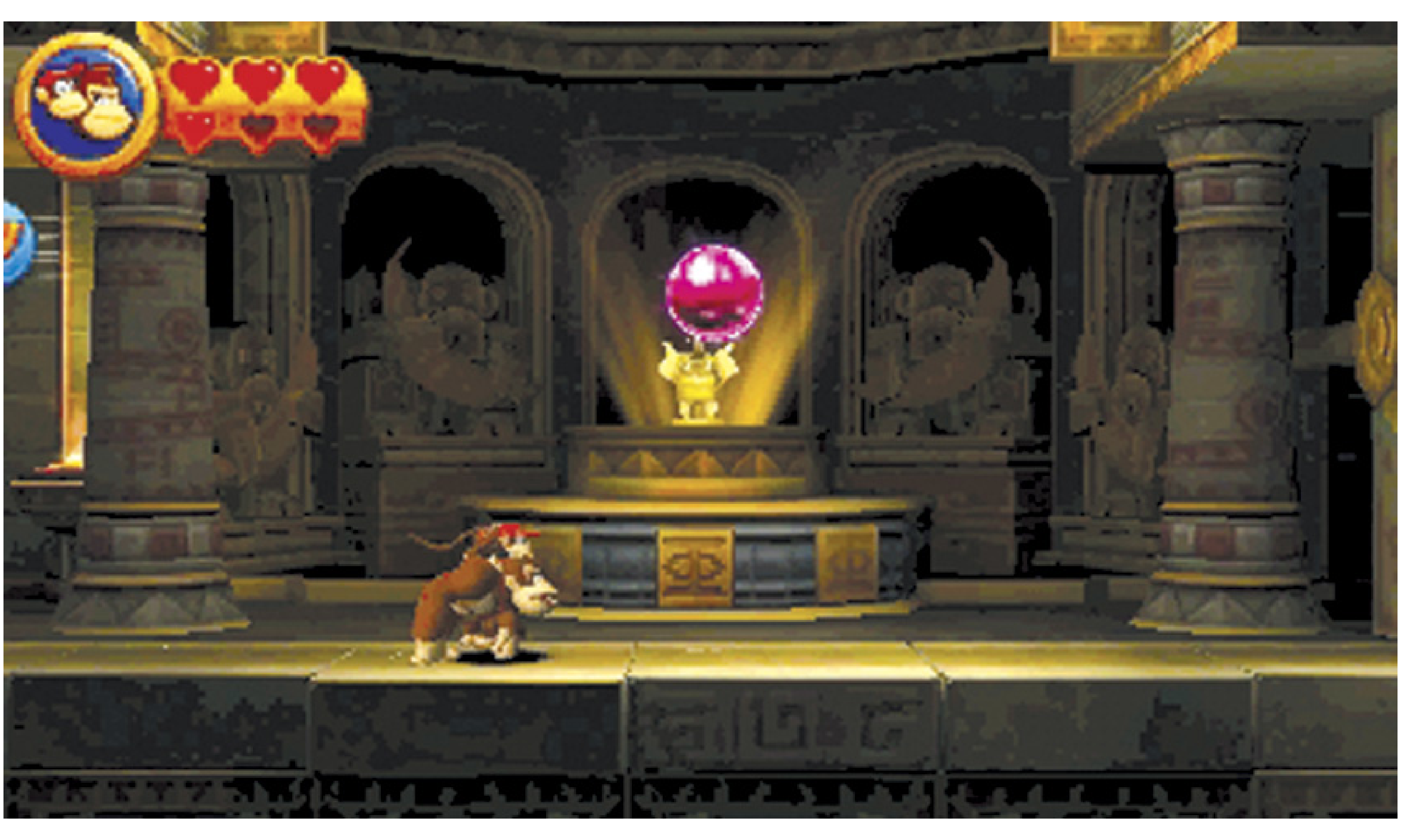
⑥ The third Puzzle Piece hovers over a spiked shaft. Get to the platform next to it and wait for it to extend up. Then as it lowers, jump over it and get the Puzzle Piece, landing on the Tiki Boing on the other side.



⑦ The next Puzzle Piece is below a spiked shaft. To get this one, you must roll across the gap. As soon as you touch the Puzzle Piece, jump up to land on the next platform.



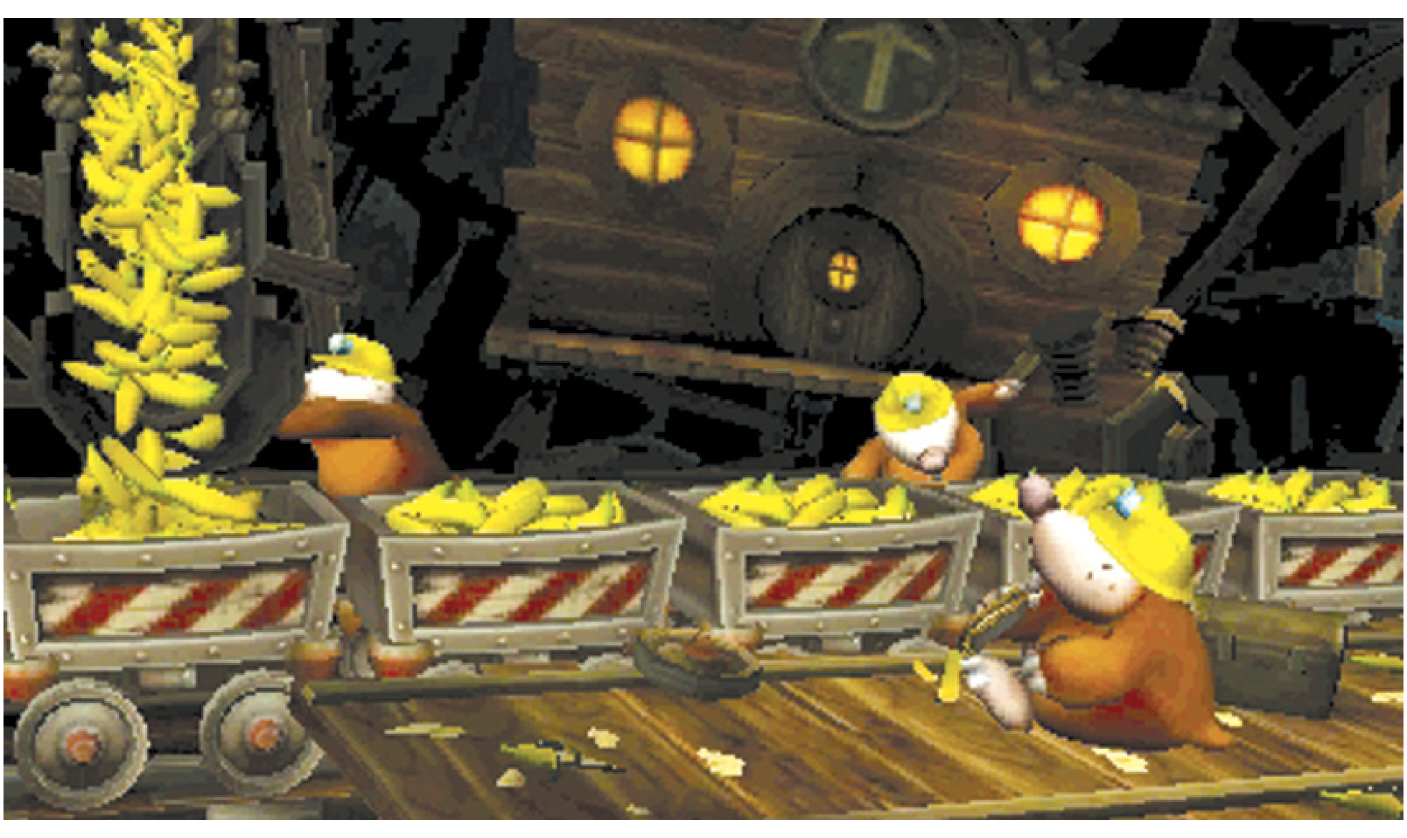
⑧ The last Puzzle Piece is located just above a barrel. Get to the right side of the last large circular platform, and ride it to the top as it tilts. Then jump over the barrel to get the Puzzle Piece. Drop into the barrel to continue on.



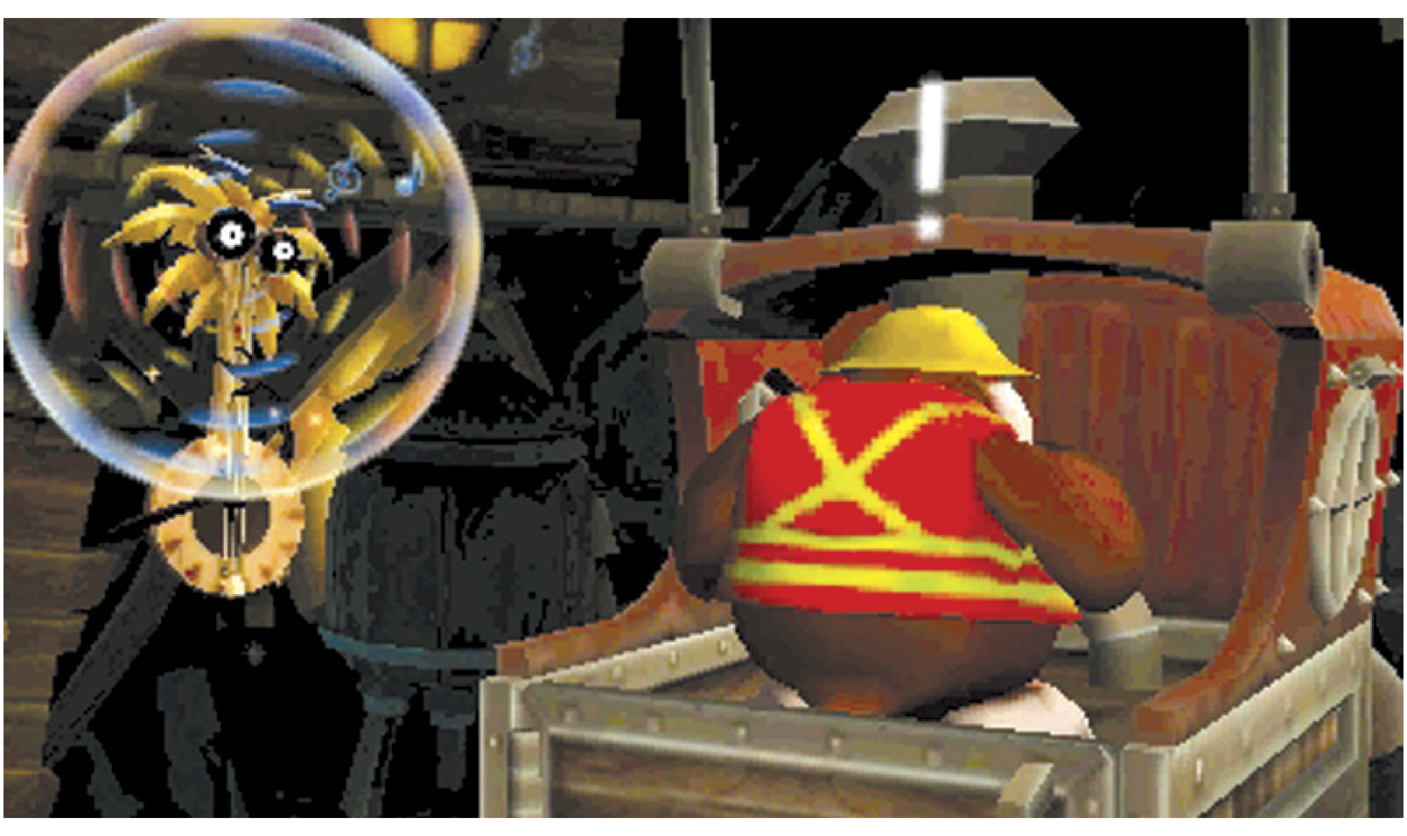
⑨ Collect one more org at the end of the level.

World 4

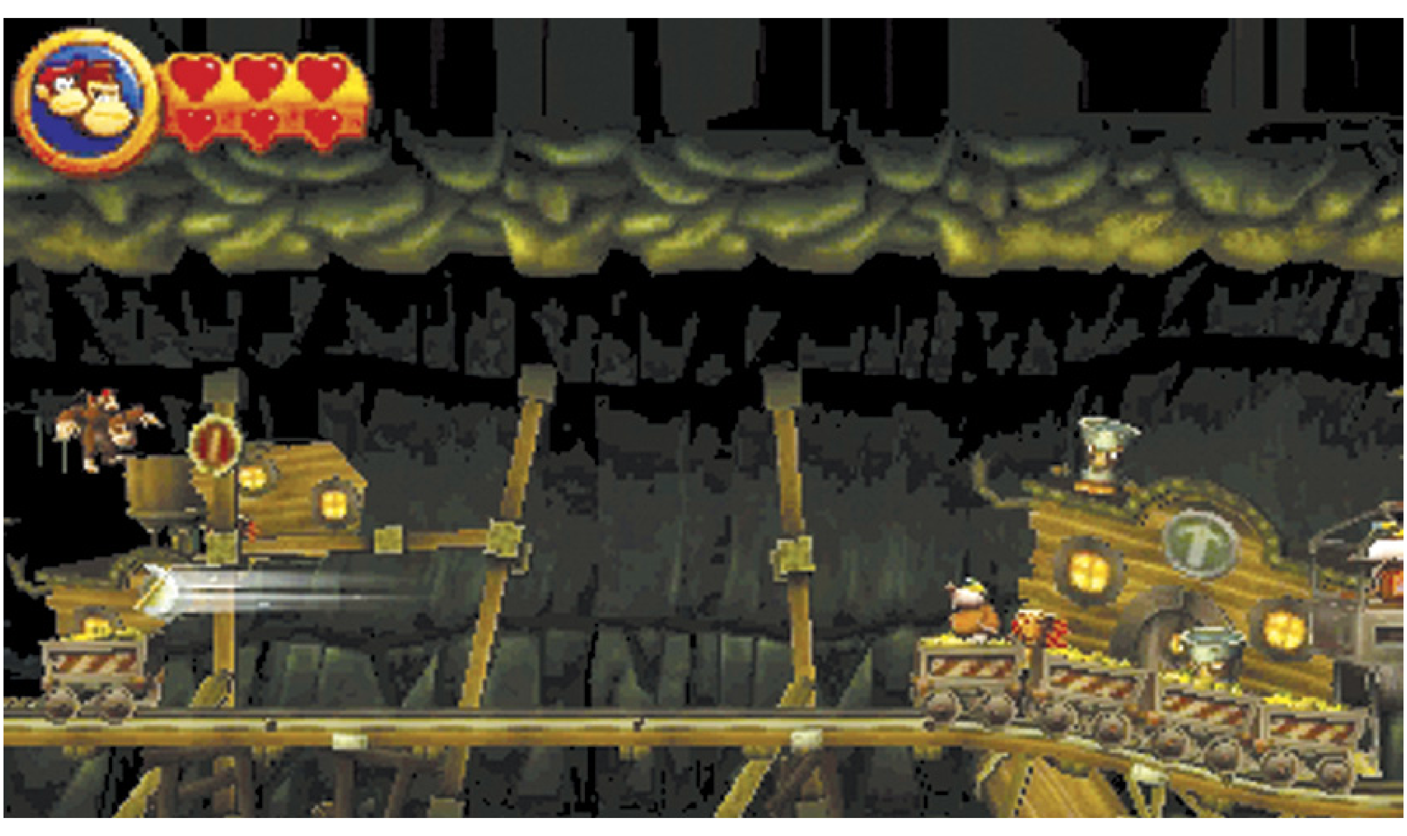
The Mole Train



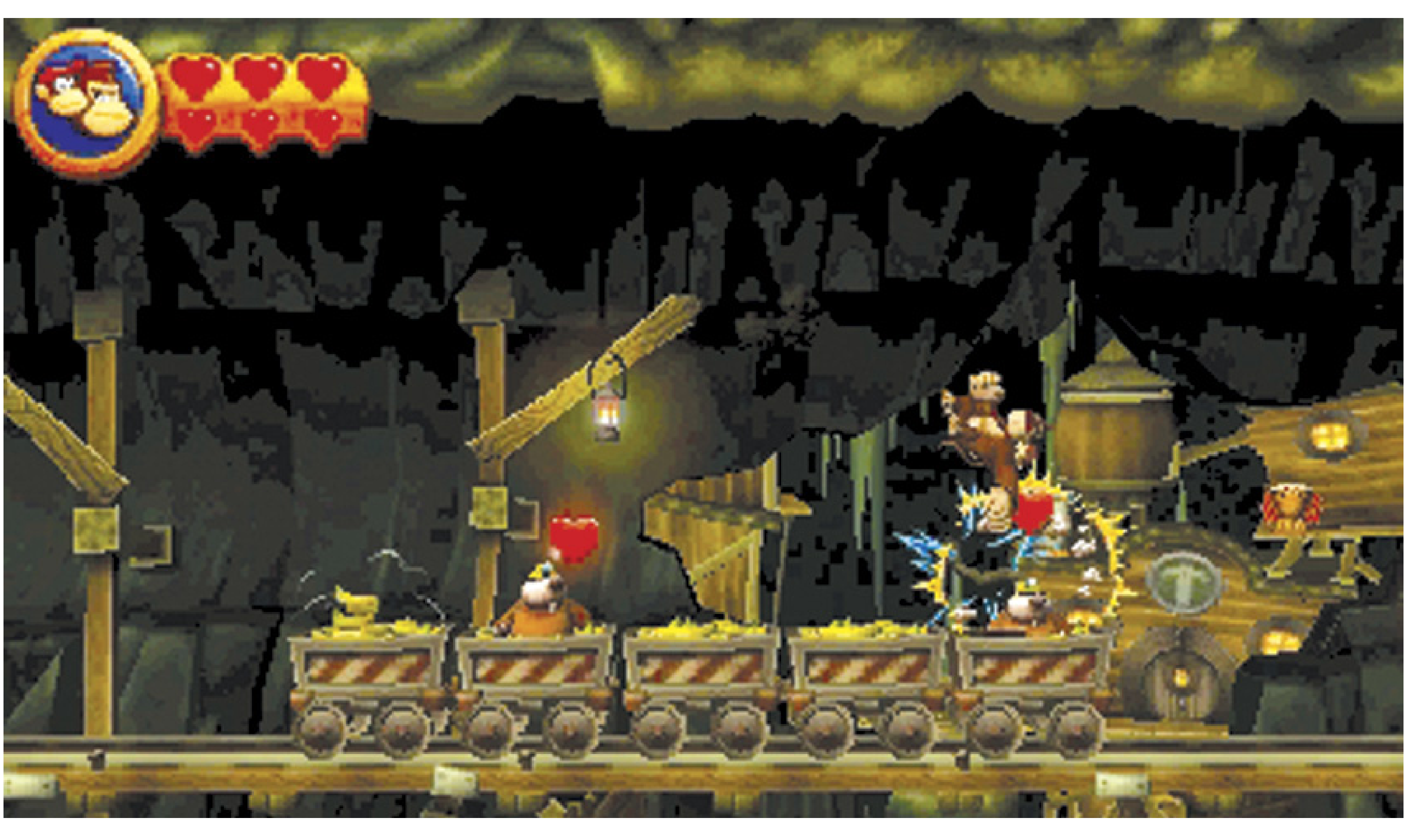
Donkey Kong and Diddy Kong encounter some Mole Miners filling a mine train with bananas as they reach the end of the Cave world.



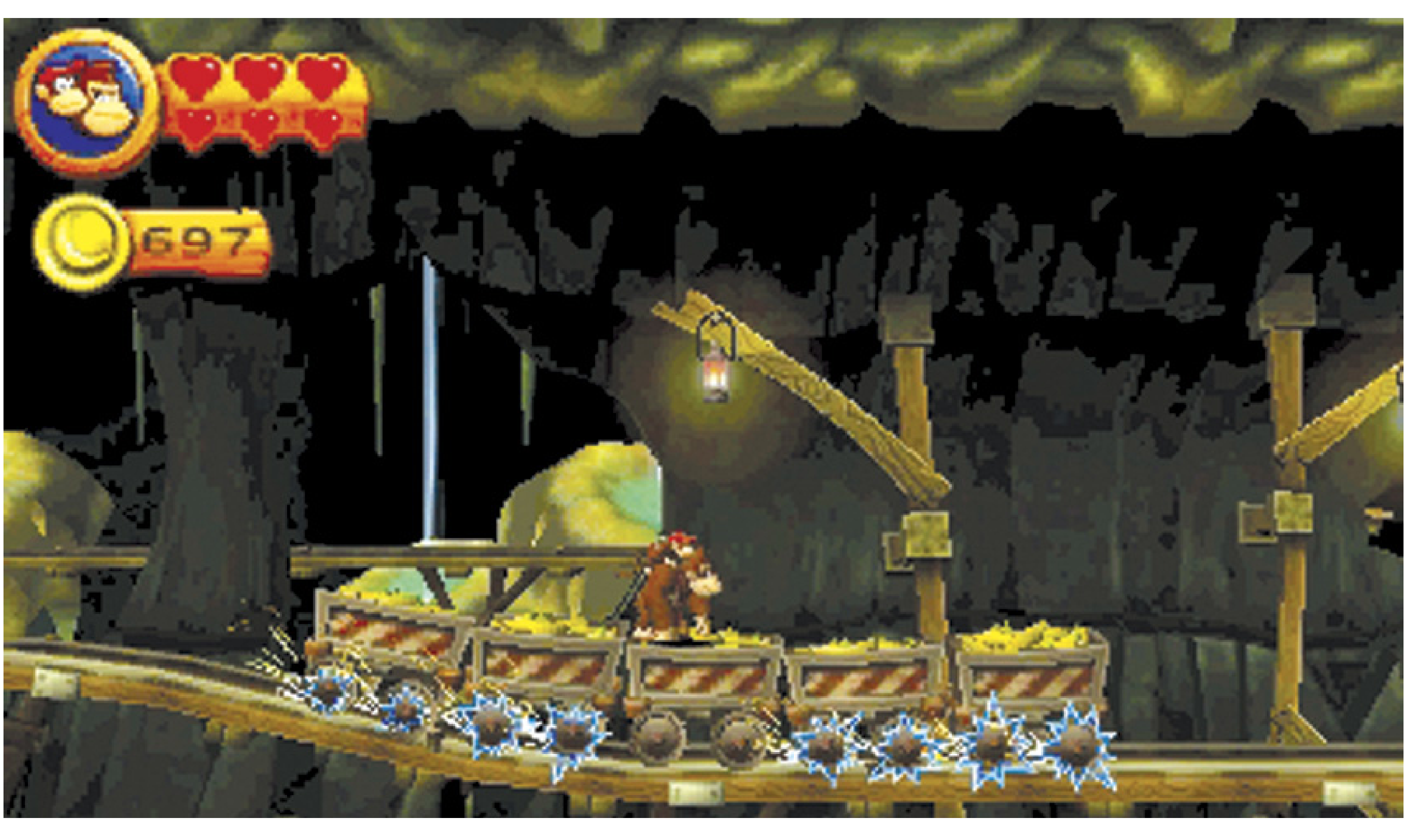
A Tiki sees the two apes and possesses Mole Miner Max driving the train. You need to get onto the train to stop them from taking away the bananas.



At the start, be sure to throw the DK Barrel since Diddy Kong will really come in handy during this level. For the first part of this boss battle, you are standing on a mine cart that is following the train. A Mole Miner throws pickaxes at you. Jump over the ones thrown low while ducking under those that come in high.



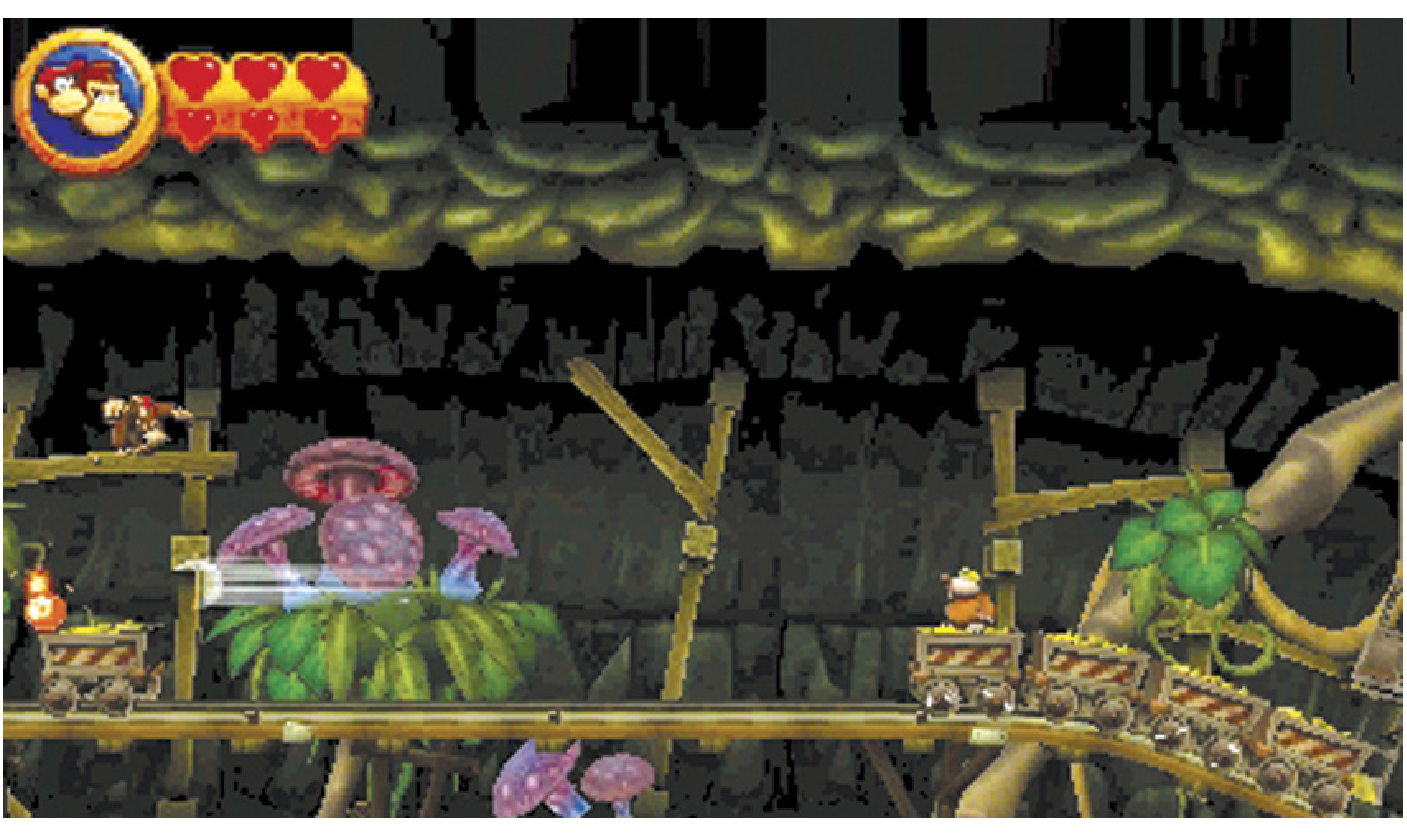
As your cart catches up with the train, you now have to attack the Mole Miners hidden in the bananas. When you see bananas in a cart moving about, get away from it. A Mole Miner will pop up and try to stab you with their claws. As soon as the Mole Miner puts its hands down, jump onto it.



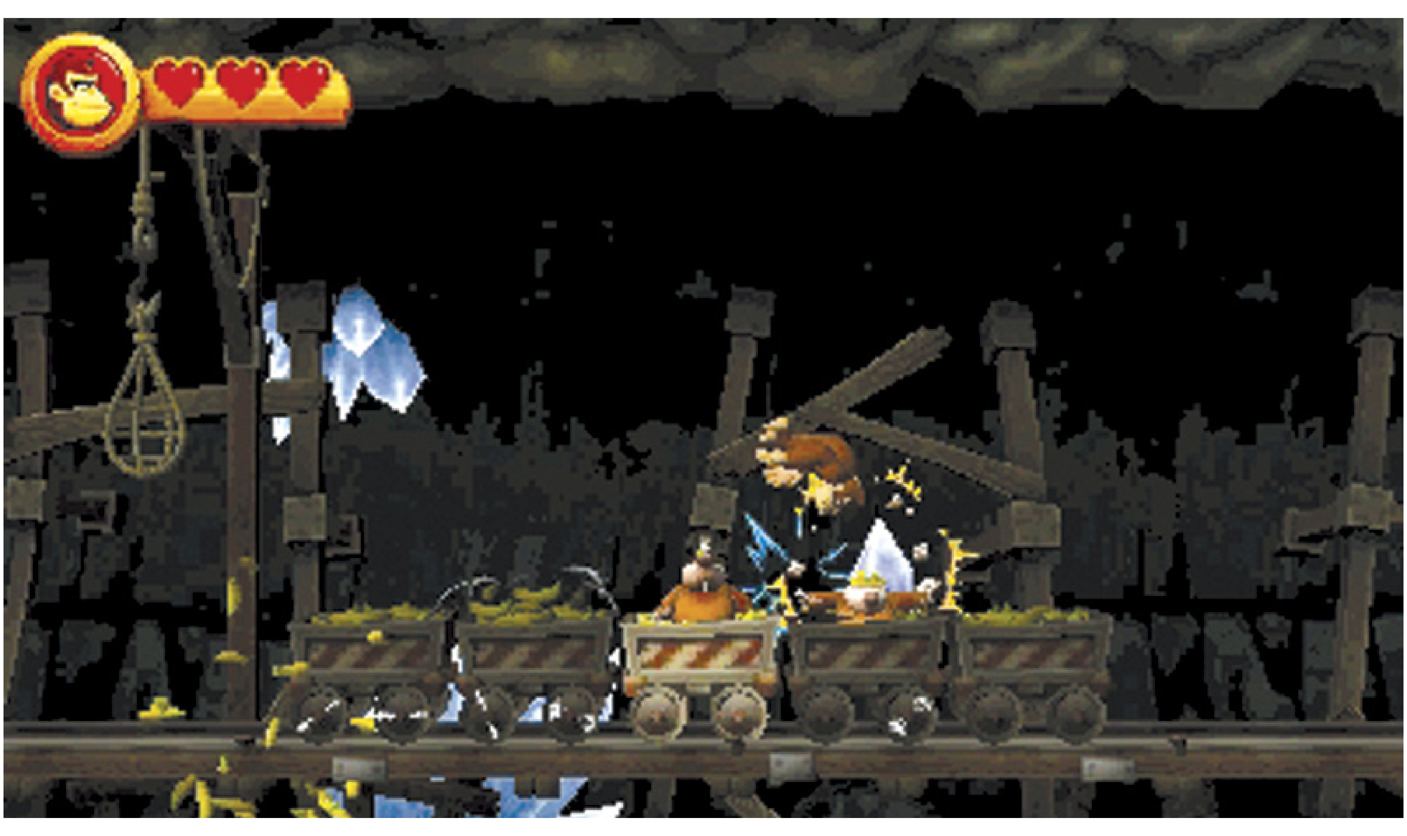
After hitting several Mole Miners, you will see some of the wheels start to get blue sparks around them. Jump onto the cart whose wheels do not have sparks so you don't fall when those four carts go off the track.

Tip

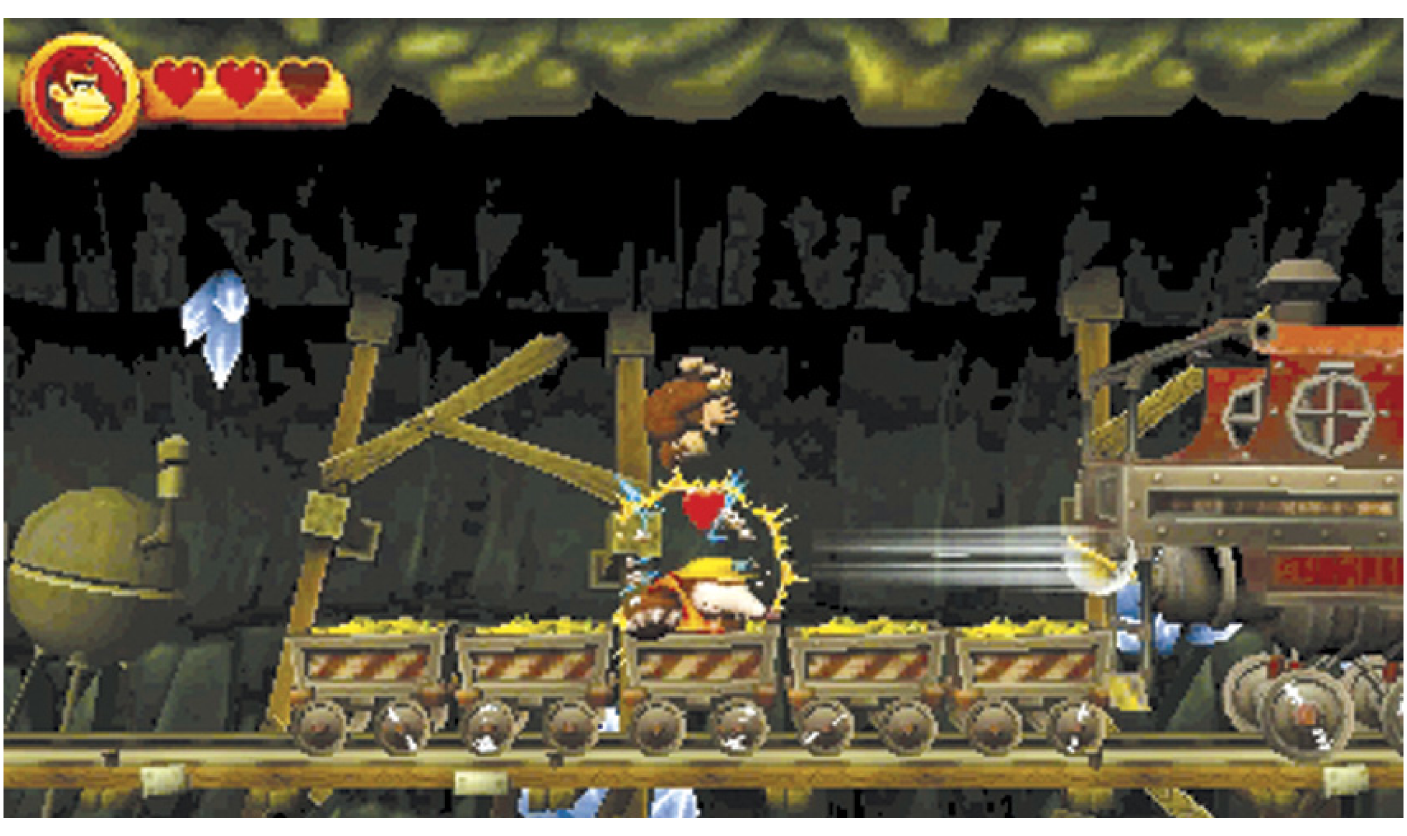
To restore your health along the route, jump up and hit the hearts held in bags.



Your cart catches up to the train again. Dodge the pickaxes the Mole Miner throws at you. In addition, the Mole Miner will throw bombs at you. As they land on your cart, watch for them to start blinking when they are about to explode and jump up to avoid the blast.



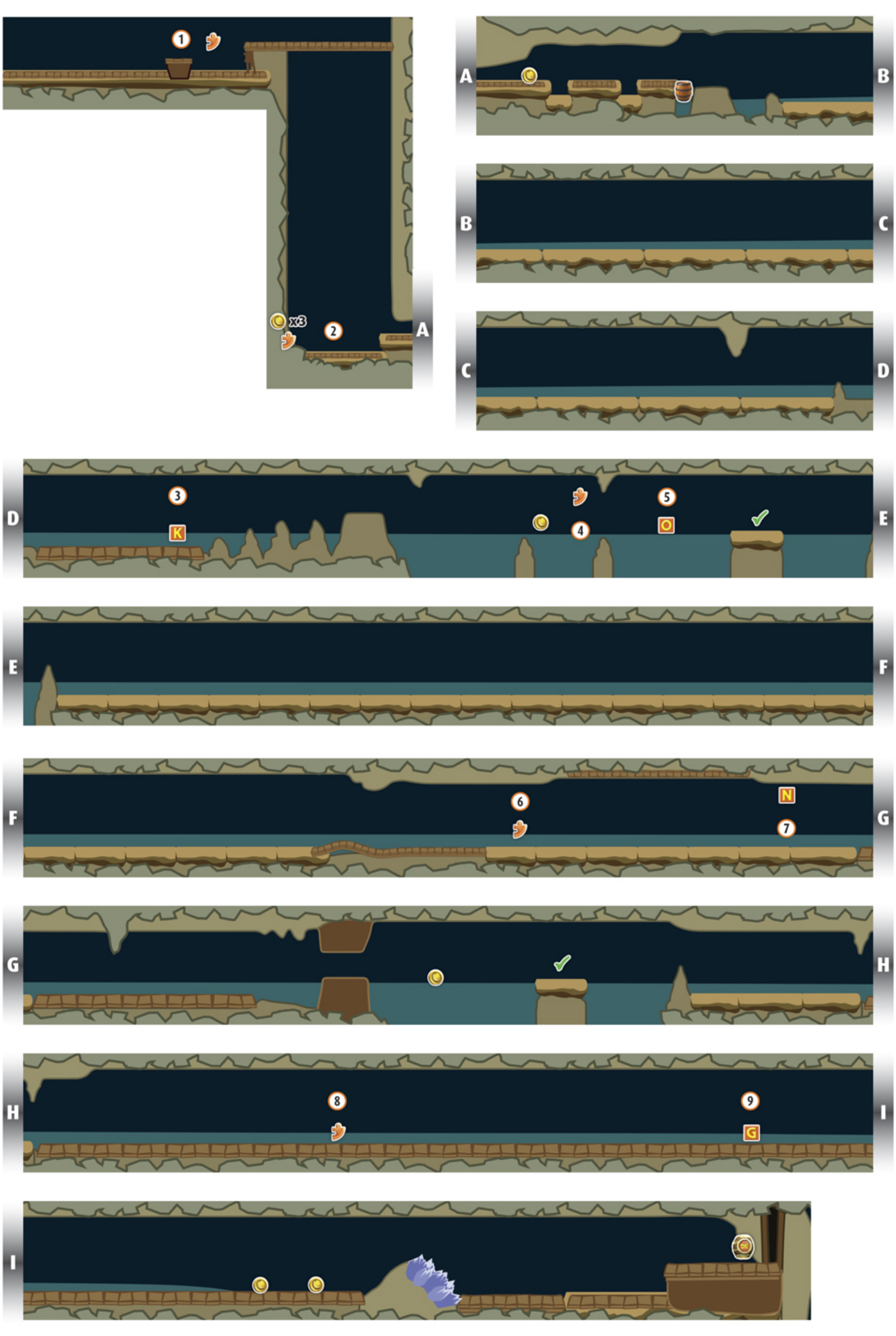
When you reach the row of carts, jump on the Mole Miners as they lower their hands and then make sure you are on the cart that is not going off the tracks. You then have to repeat the cycle for a third time—dodging bombs and pickaxes and then jumping on Mole Miners. Use the same tactics as before.

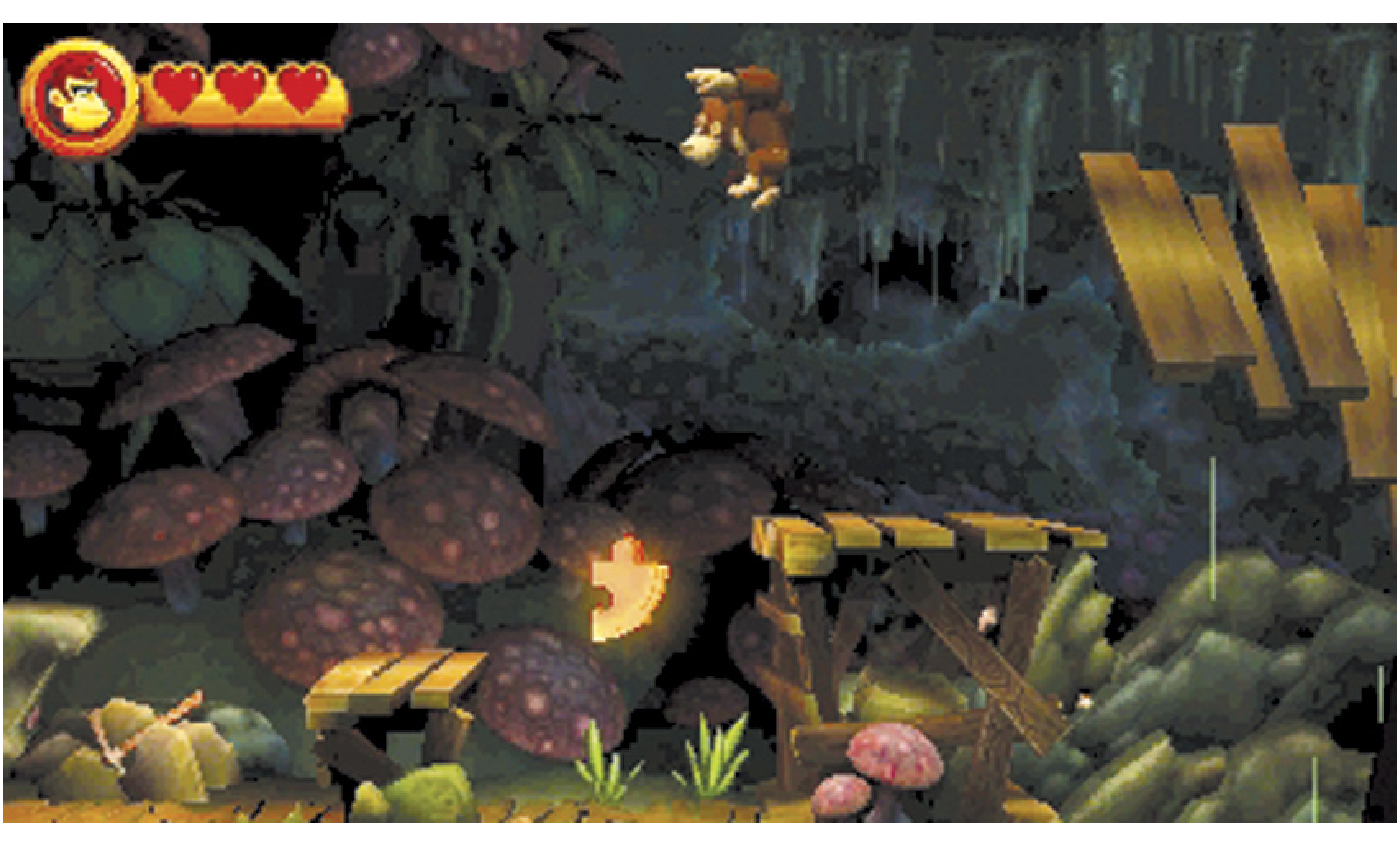


Now you have to fight off Mole Miner Max. He will pop up out of the bananas and throw a pickax at you. Jump over it and land on his head. Hit him several times to knock him out and then run up and hit the Tiki to complete the level.

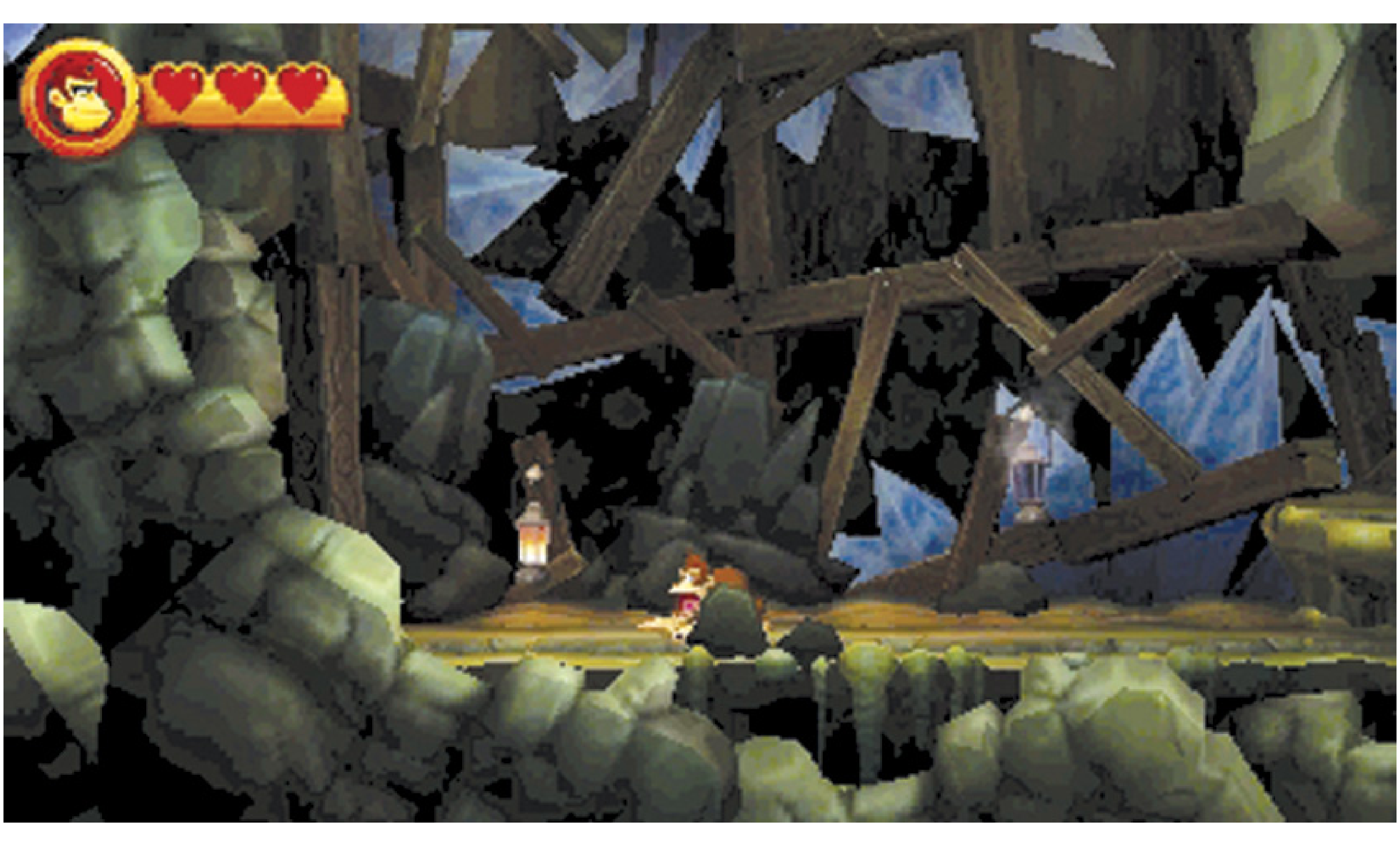
World 4

Crowded Cavern

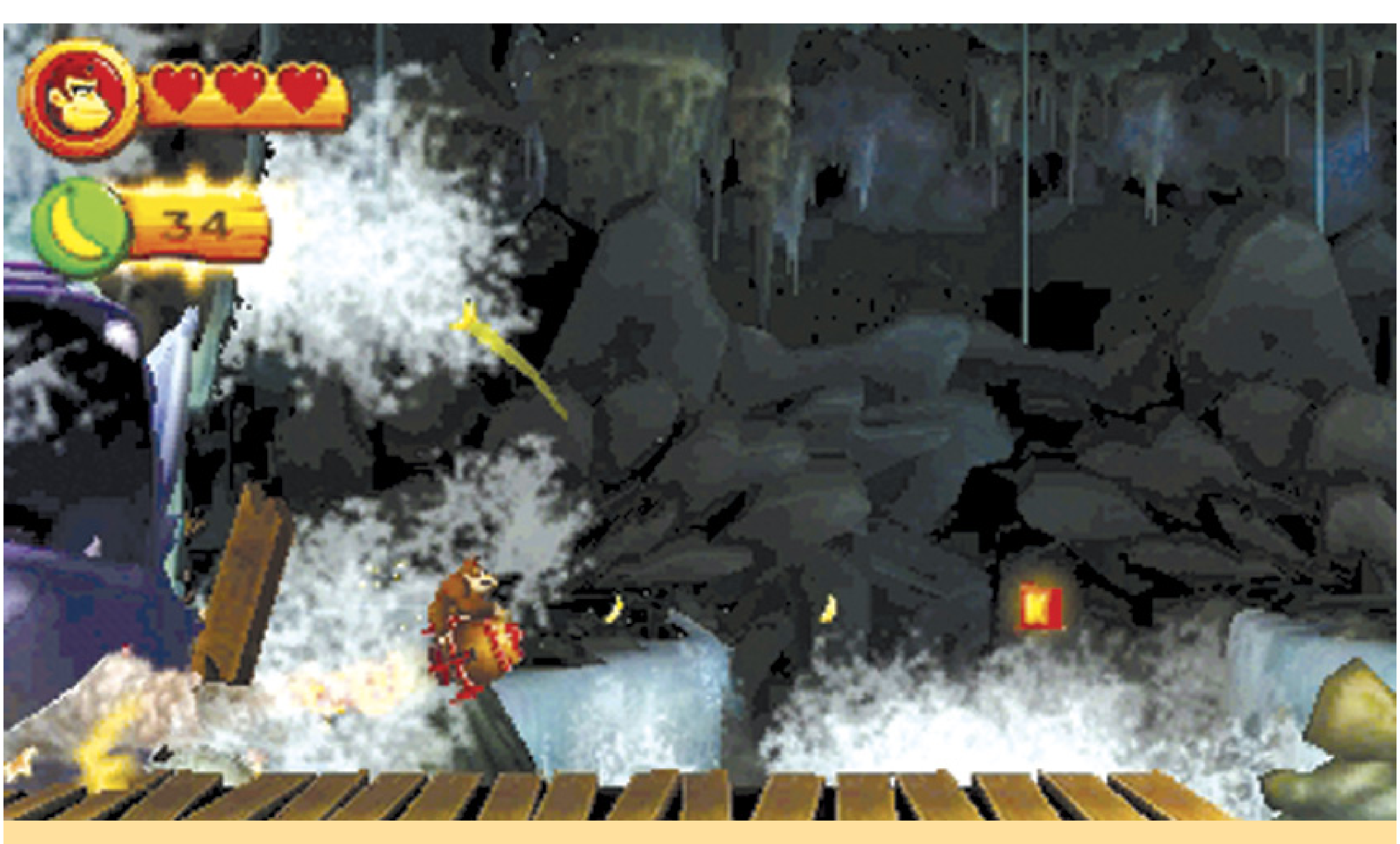




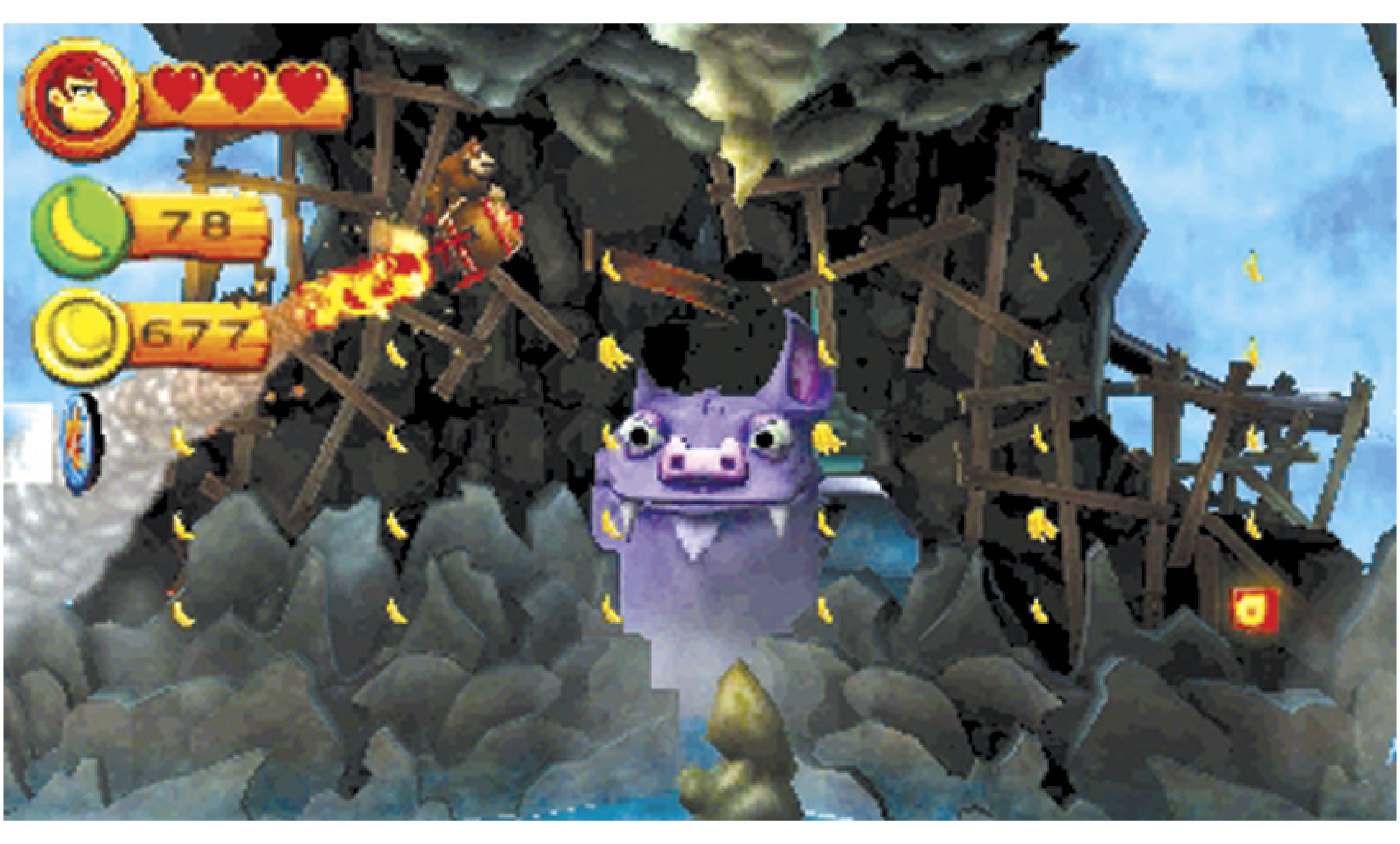
① 🧩 At the start, jump onto the wooden platform, but stay to the left side. It will start to shake and will then fall. Before it falls, jump back to the left and a Puzzle Piece will fall down for you to collect.



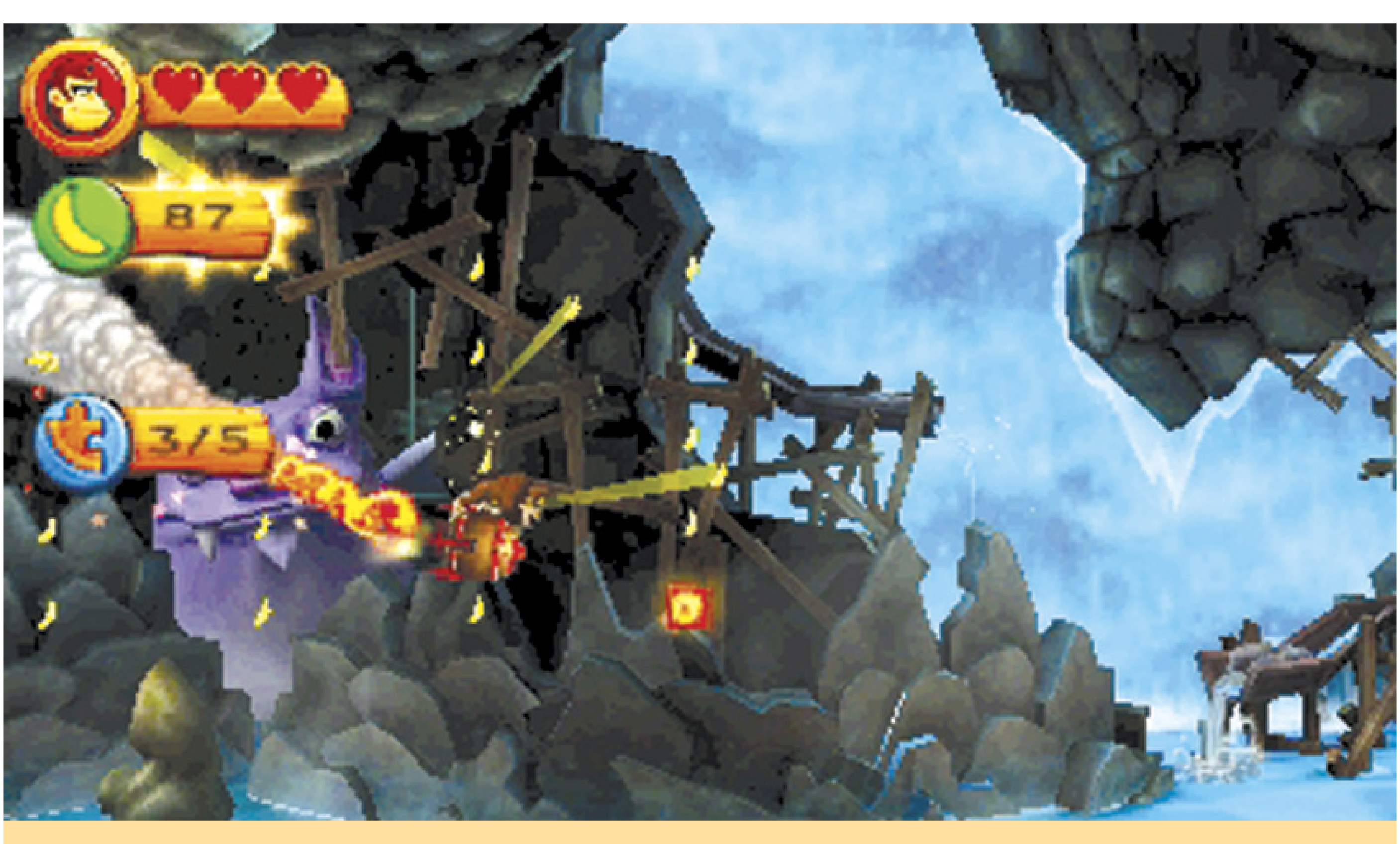
② 🧩 Jump down into the mine where the platform fell. At the bottom, move left to enter a bonus area. Jump on a bouncy platform and get coins and bananas flying around in circles. Once you have them all, you get a Puzzle Piece.



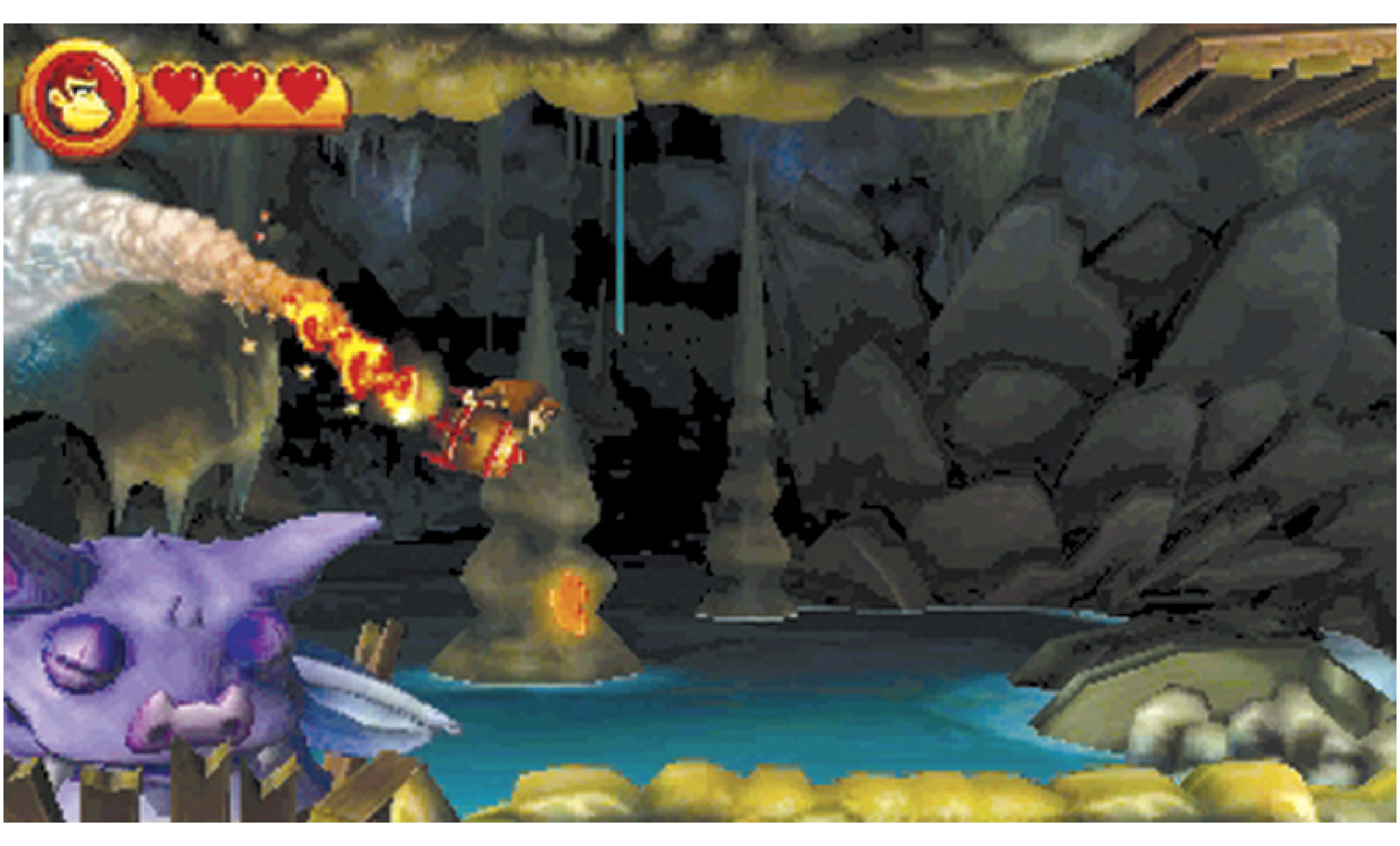
③ K After getting into a barrel and flying past small Squeeklys, a Big Squeekly will start chasing you. Stay just below the middle of the screen so you can grab the K KONG letter. Then pull up to avoid some rocks and the Big Squeekly.



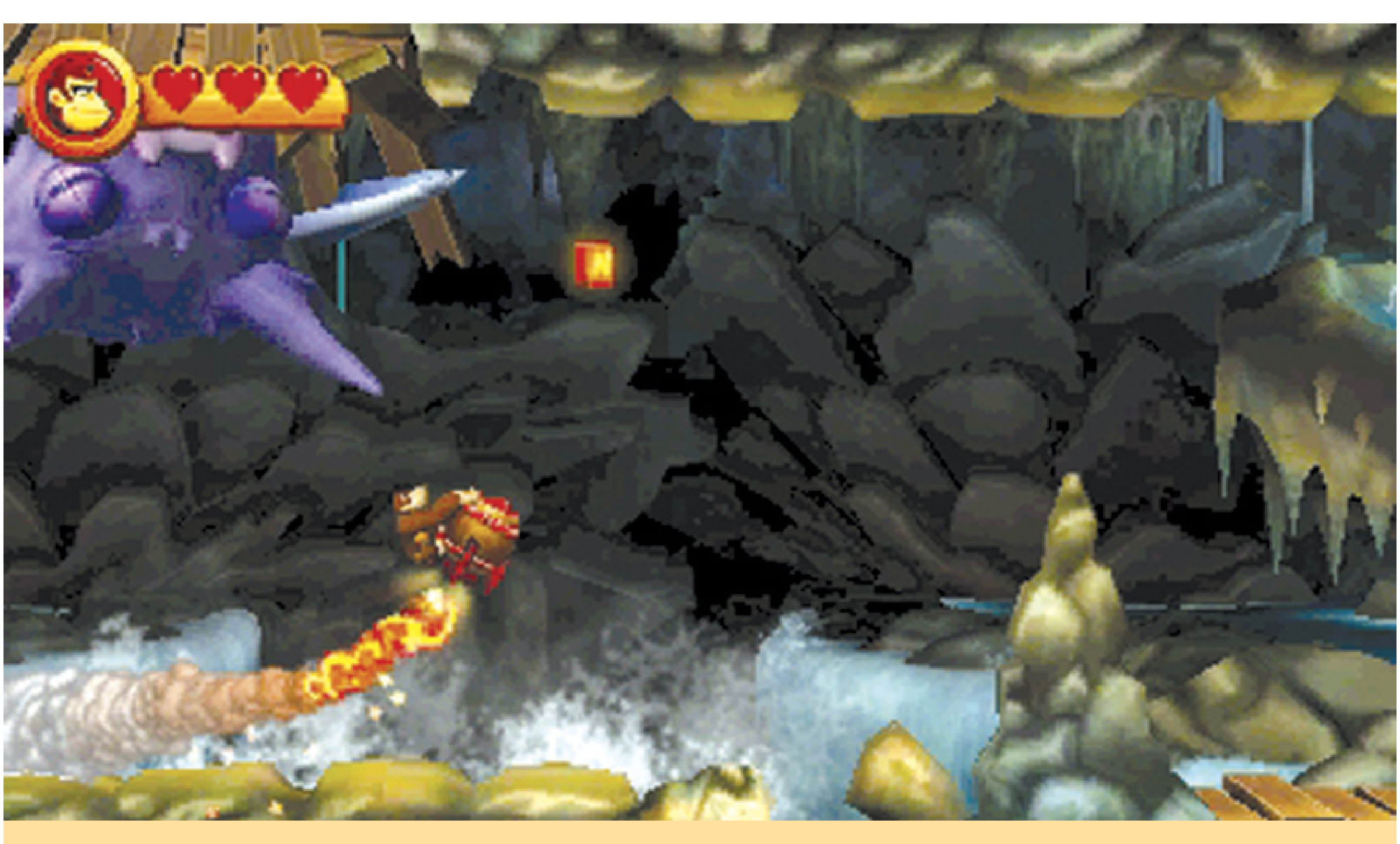
④ 🧩 As you enter an area where there are lots of bananas and some coins floating in the air, look for a Puzzle Piece near the screen's top. If you follow the path of banana bunches and coins, you will be right on track to get this Puzzle Piece.



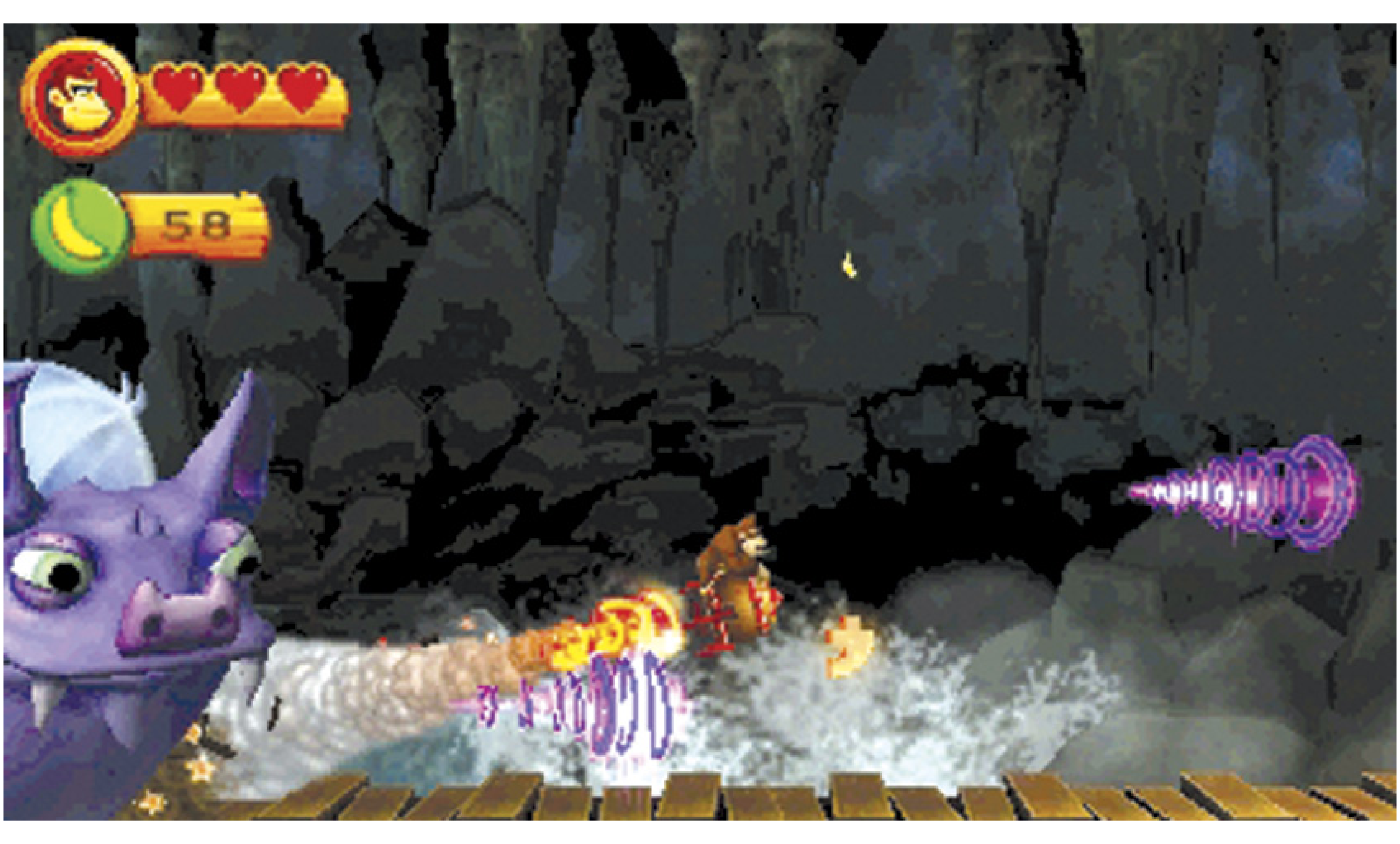
⑤ O Keep following the banana path down from the Puzzle Piece, and you will be able to easily pick up the O KONG letter. Don't pull up this time. Instead, stay low or you will hit a rock hanging from the ceiling that reaches halfway down the screen.



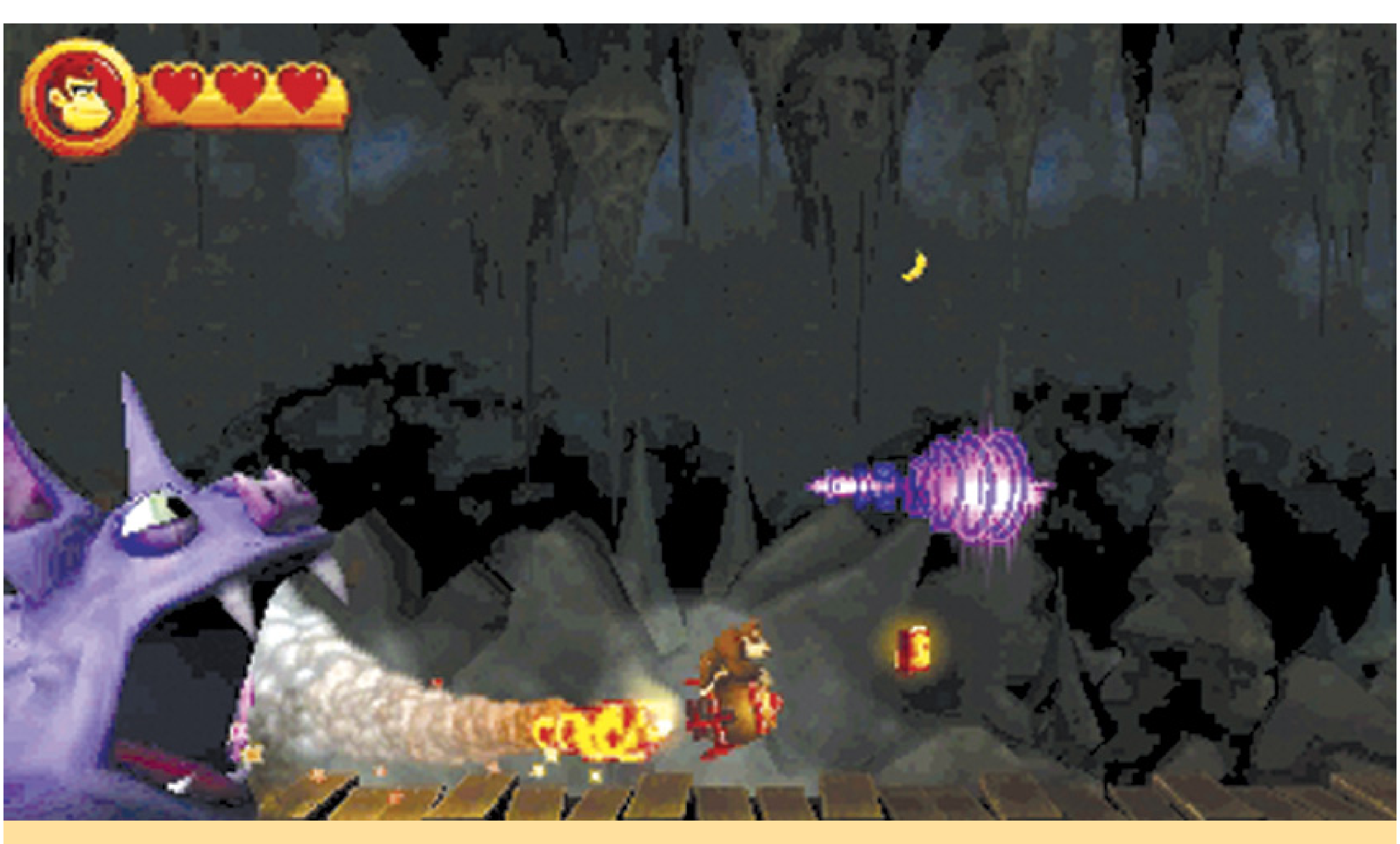
⑥ 🧩 Once you get past the checkpoint and a long area with lots of Squeeklys, you enter a section with wooden planks. Big Squeeklys will stick their heads out from these planks. After flying over the first, dive down to get the Puzzle Piece.



⑦ N Stay down a bit since the next Big Squeekly drops from the ceiling. As soon as you fly under it, pull up to get the N KONG letter.



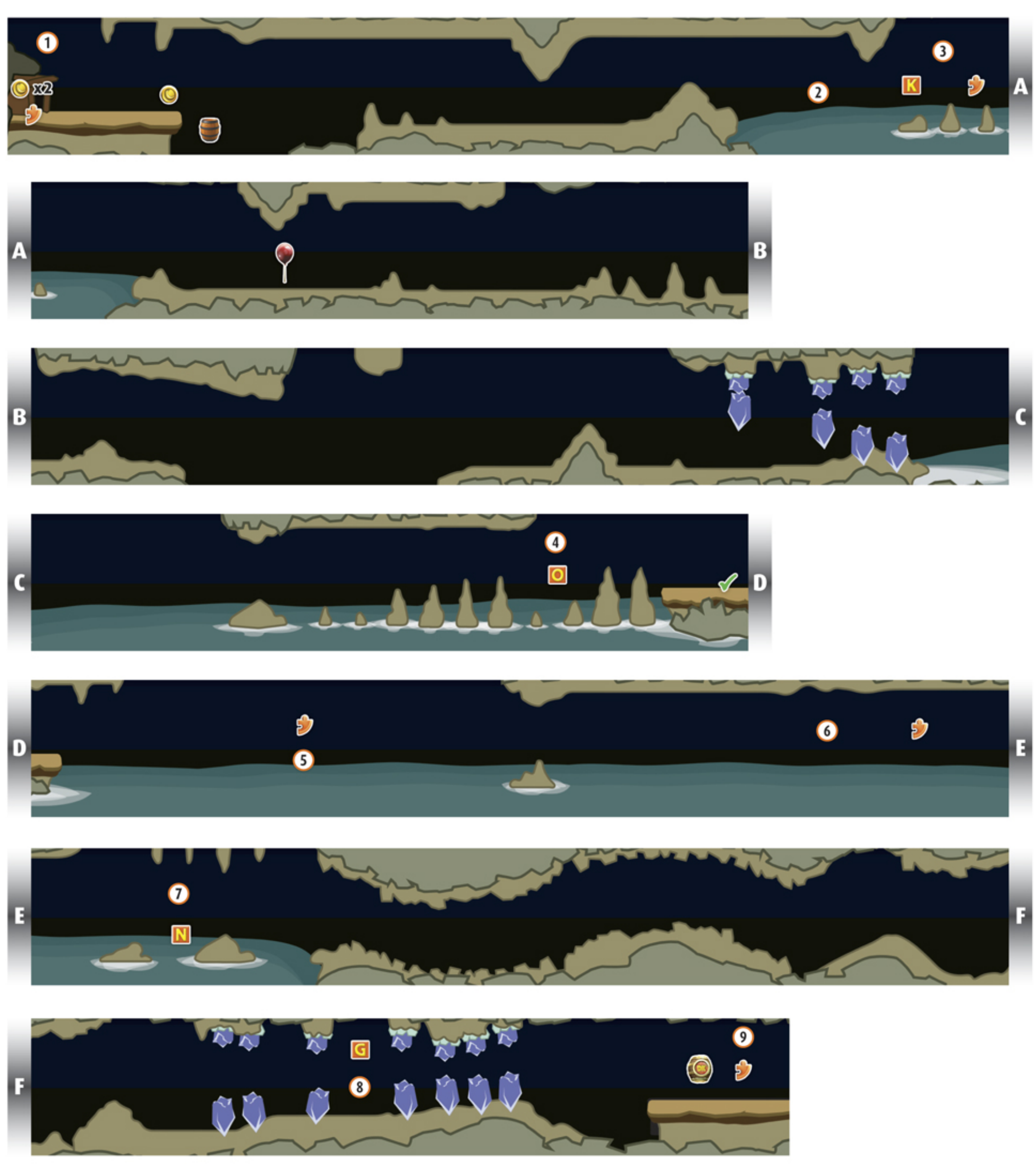
⑧ 🧩 After passing another checkpoint, you will be chased by a Big Squeekly that fires sonic rings at you. Dodge up and down, but be ready to dive down and snag the last Puzzle Piece.

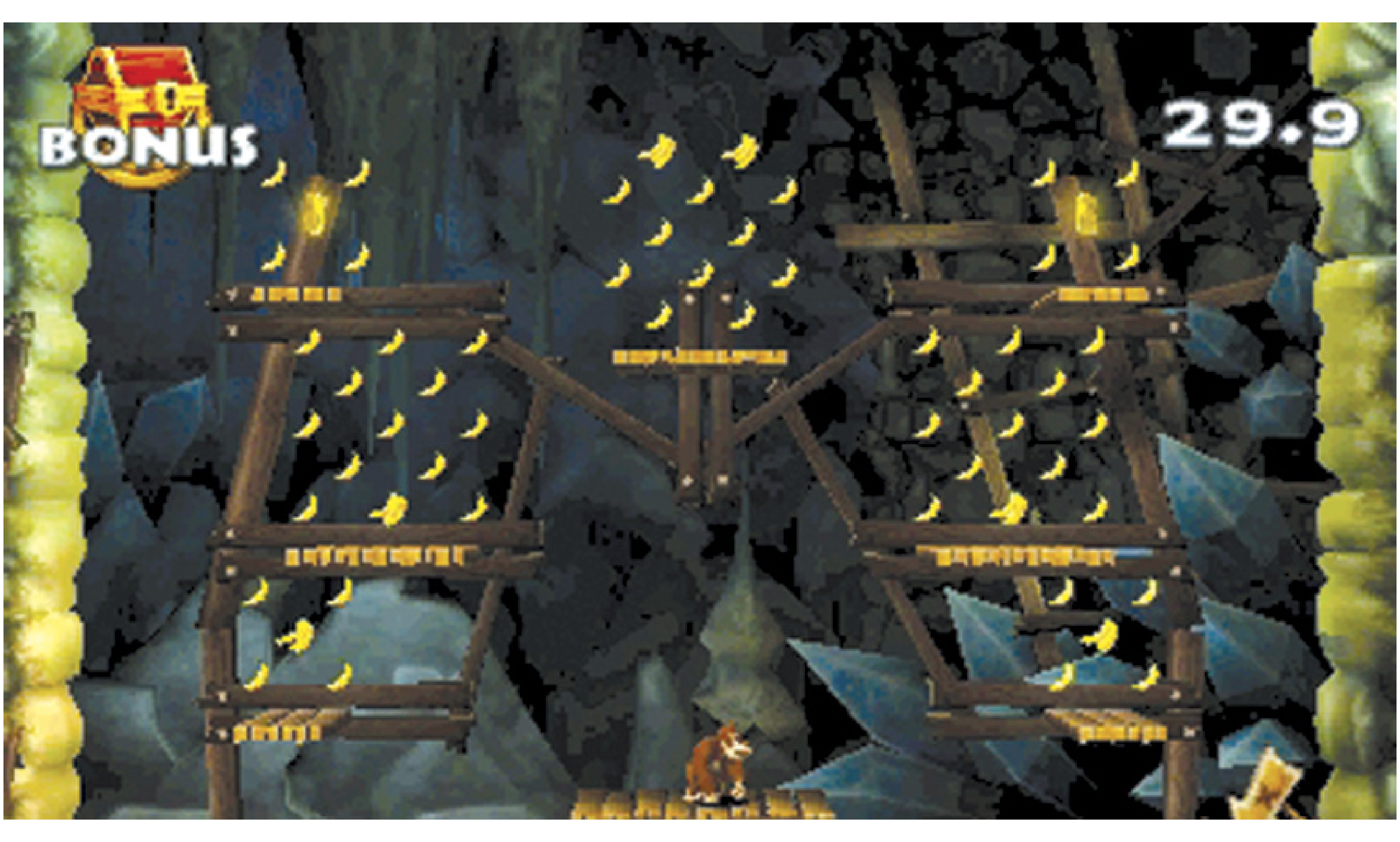


⑨ G Keep dodging the sonic rings and try to collect some coins along the way. As you pass the bananas and coins, stay in the middle to low part of the map so you are in position to get the G KONG letter, which is down low. Fly to the Slot-Machine Barrel to complete the level.

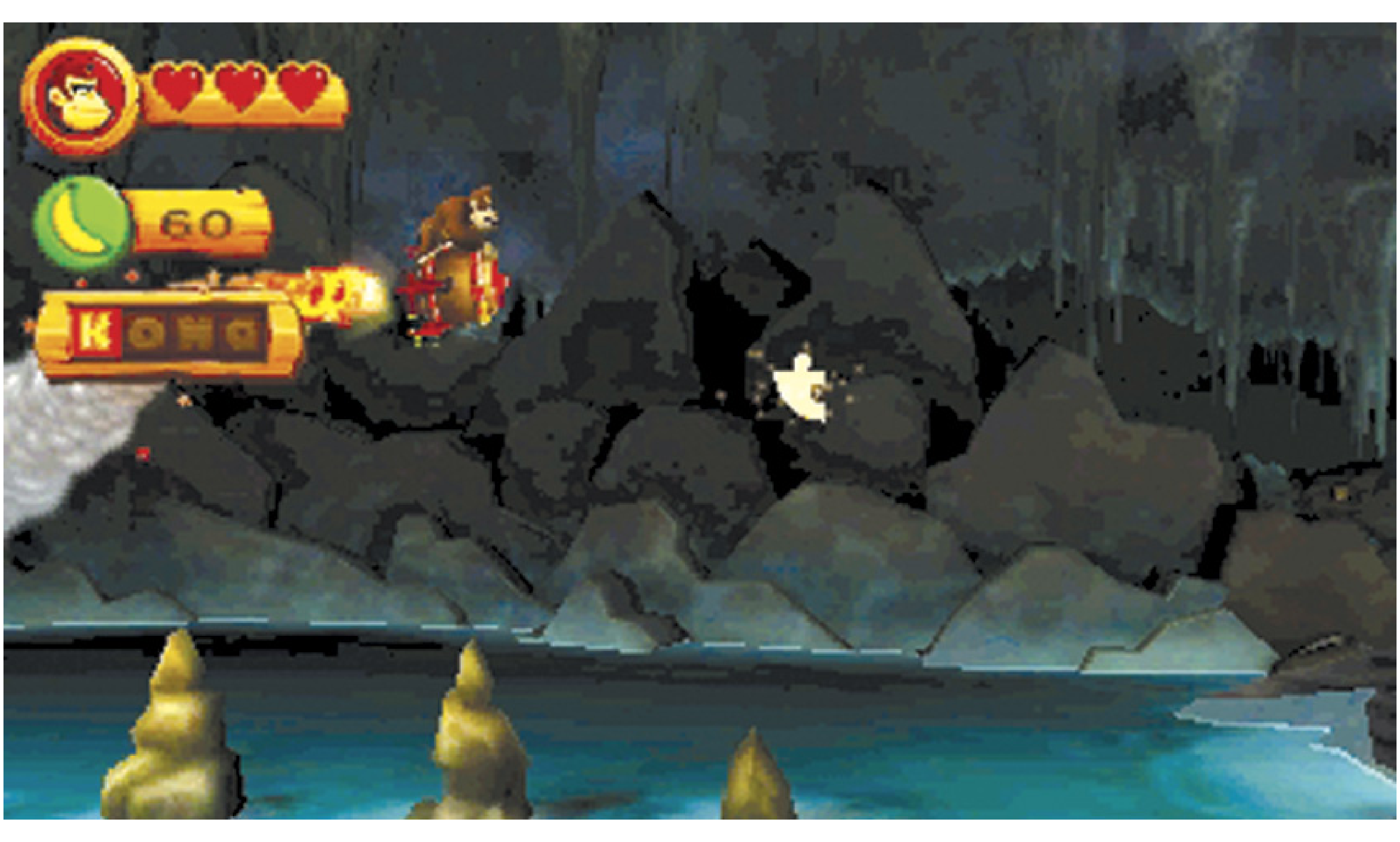
World 4

Mole Patrol

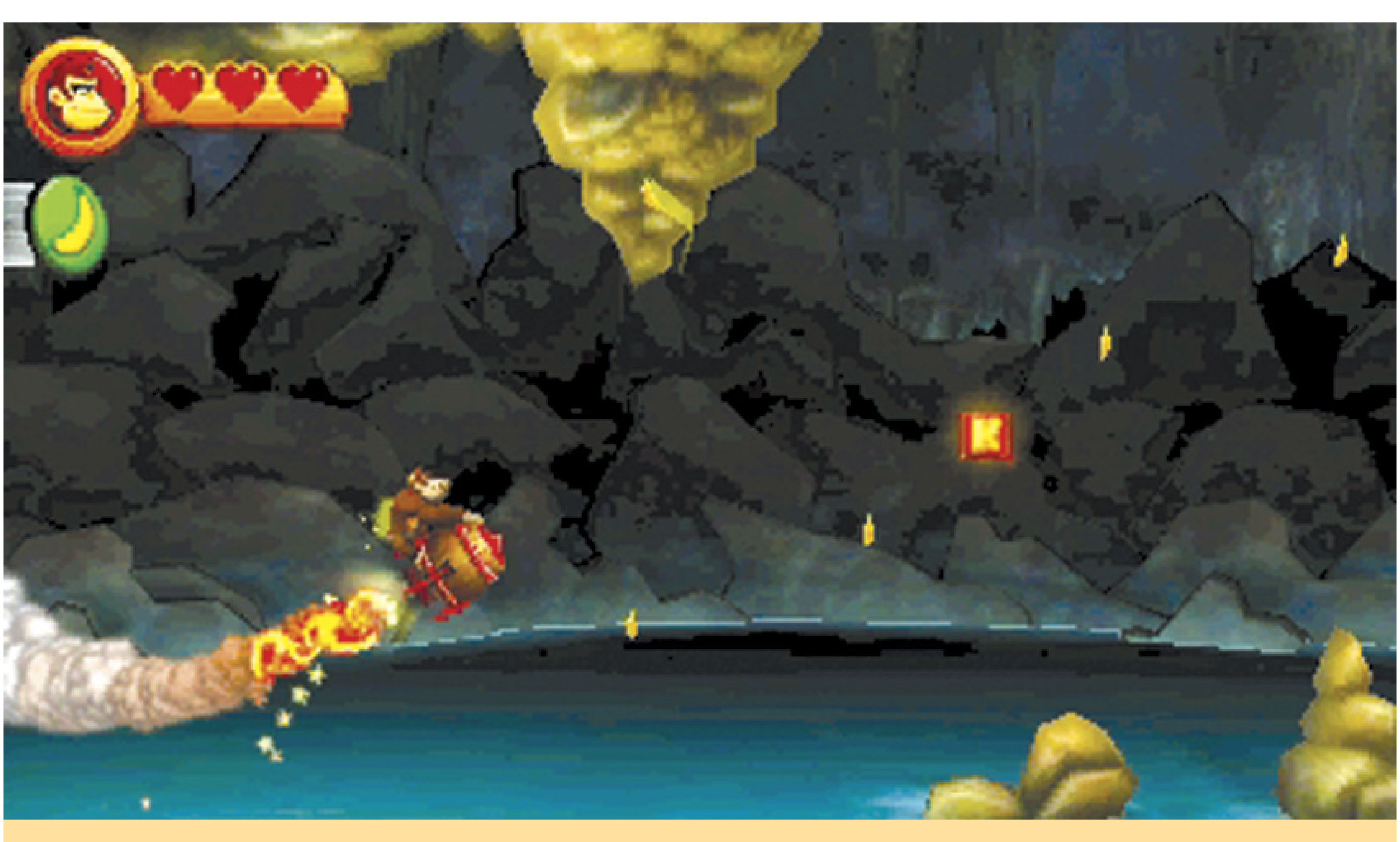




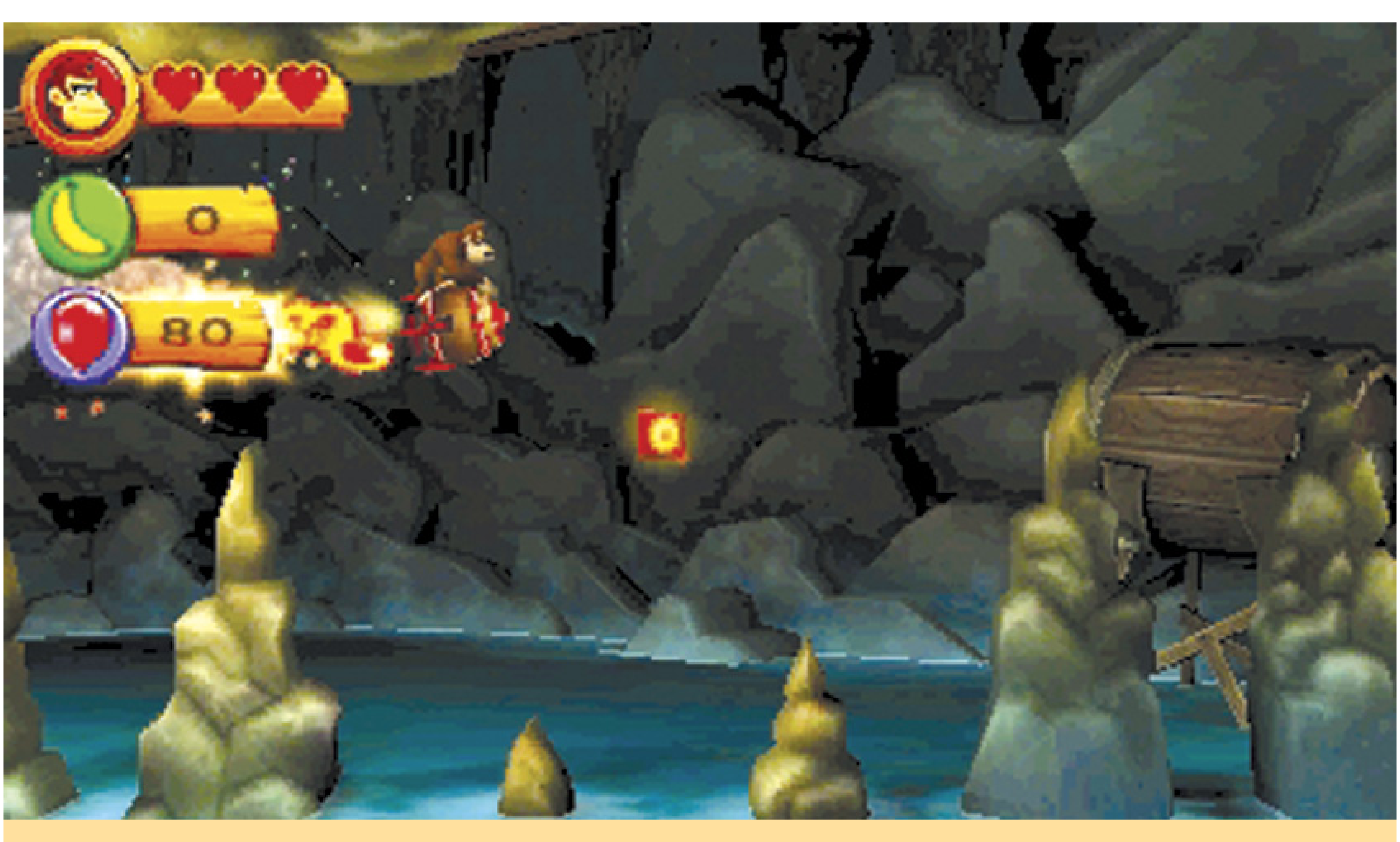
① When the level begins, walk to the left and enter the mine to reach a bonus area. Jump up onto moving platforms to collect a couple coins and lots of bananas. Once you have cleared the area, you get a Puzzle Piece.



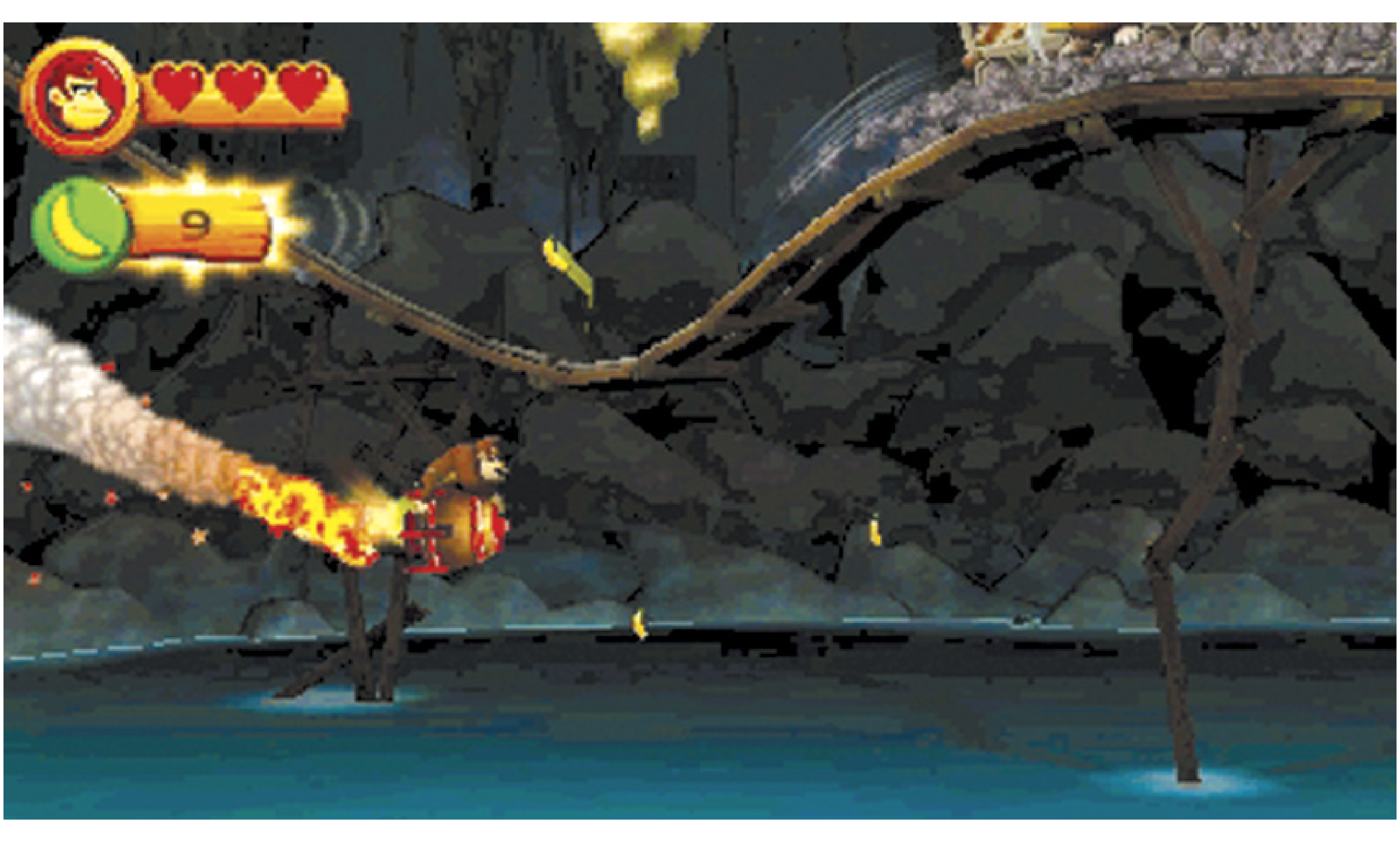
② In order to get the second Puzzle Piece, collect all of the bananas in the wavy line. The K KONG letter is in this line. The banana right after the K is tough, since you have to drop down a bit to get it.



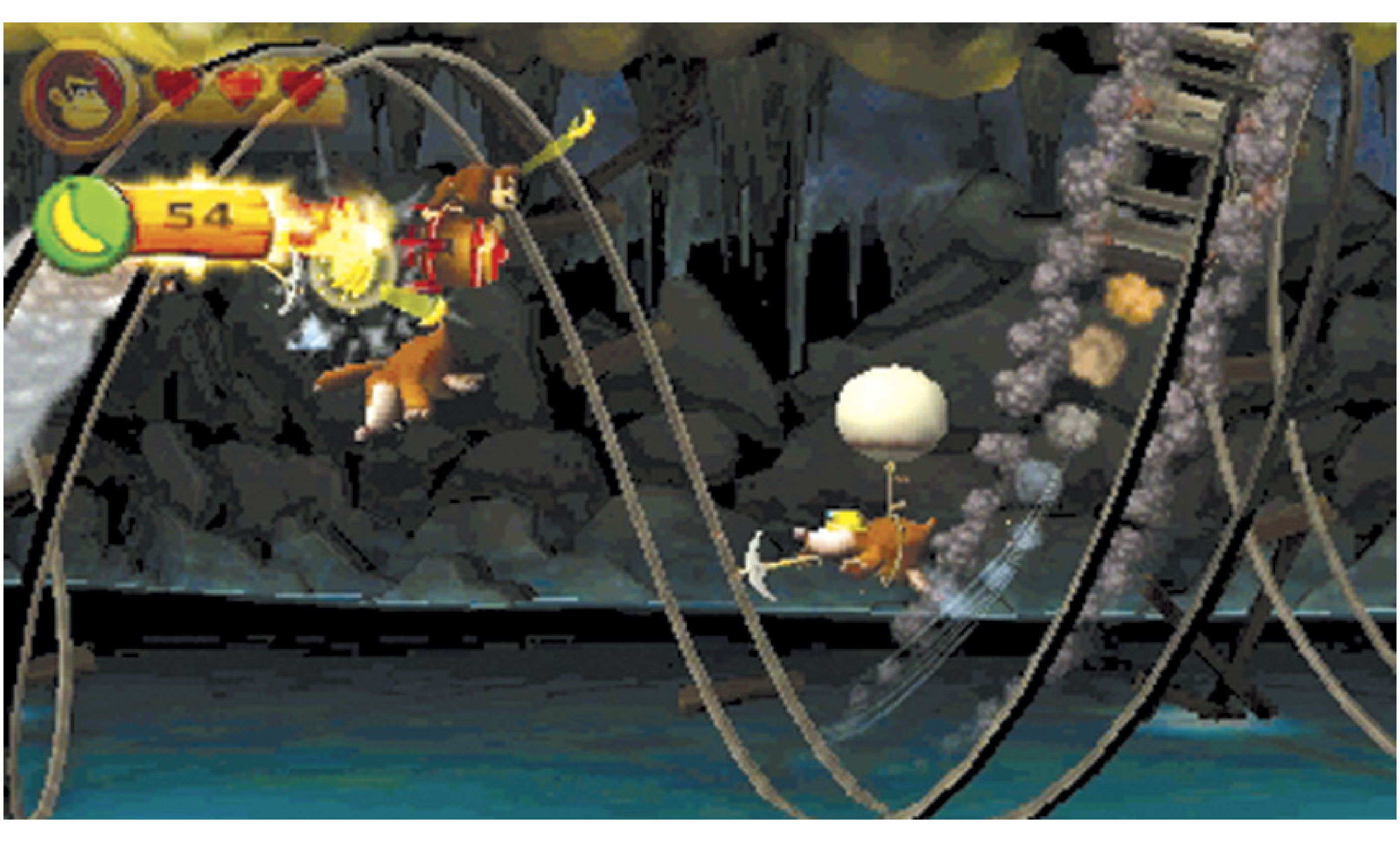
③ K The K KONG letter is easy to get, especially if you are going after the bananas to grab the Puzzle Piece. Just be careful not to hit the pointed rock that hangs down from the ceiling right before this letter.



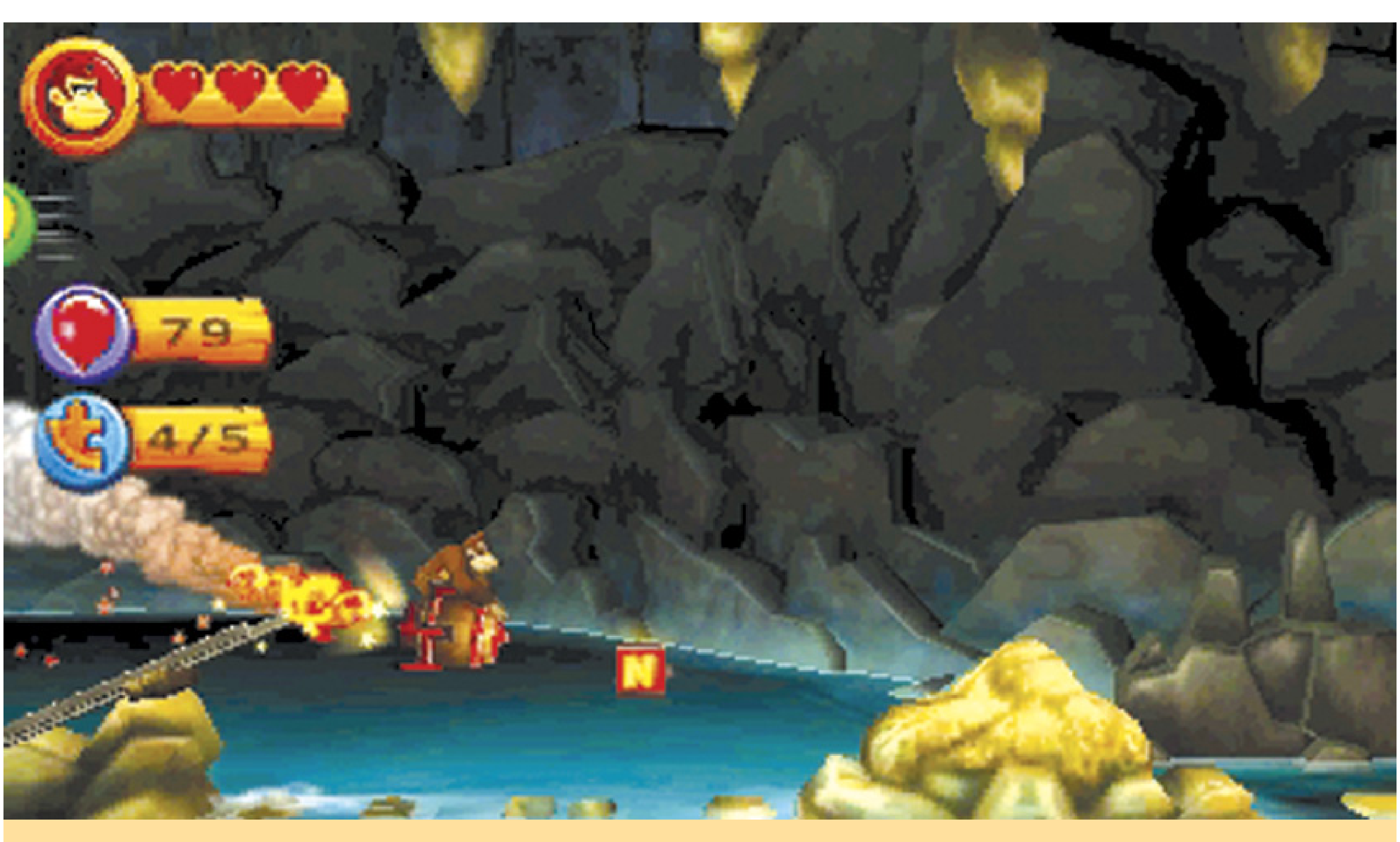
④ O Carefully fly through jagged rocks that stick up from the ground, and then dive down a bit to get the O KONG letter. You must pull up quickly so you don’t crash into another rock.



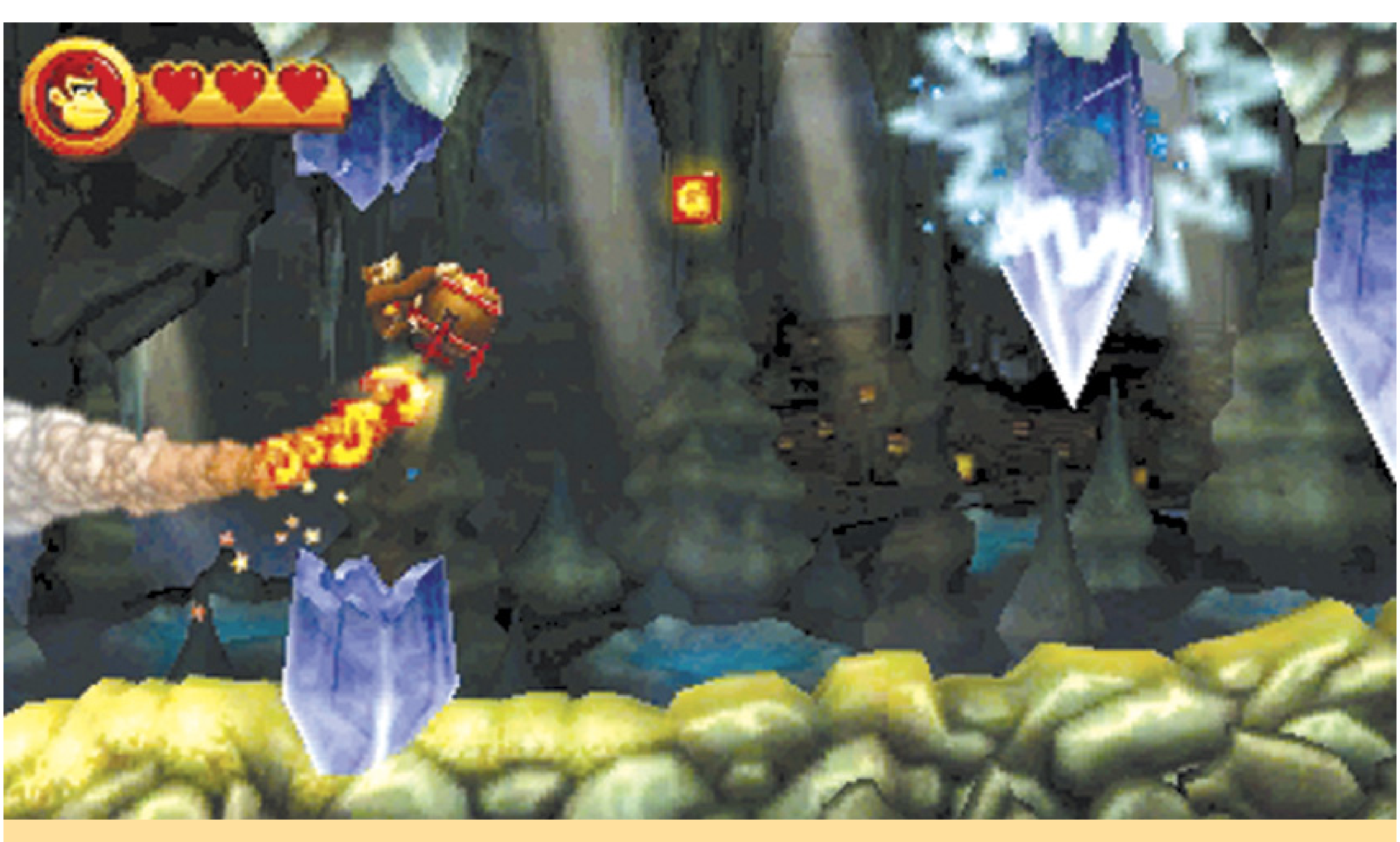
⑤ Right after you fly past the checkpoint, carefully collect all six bananas that form a wavy line. You will be rewarded with another Puzzle Piece.



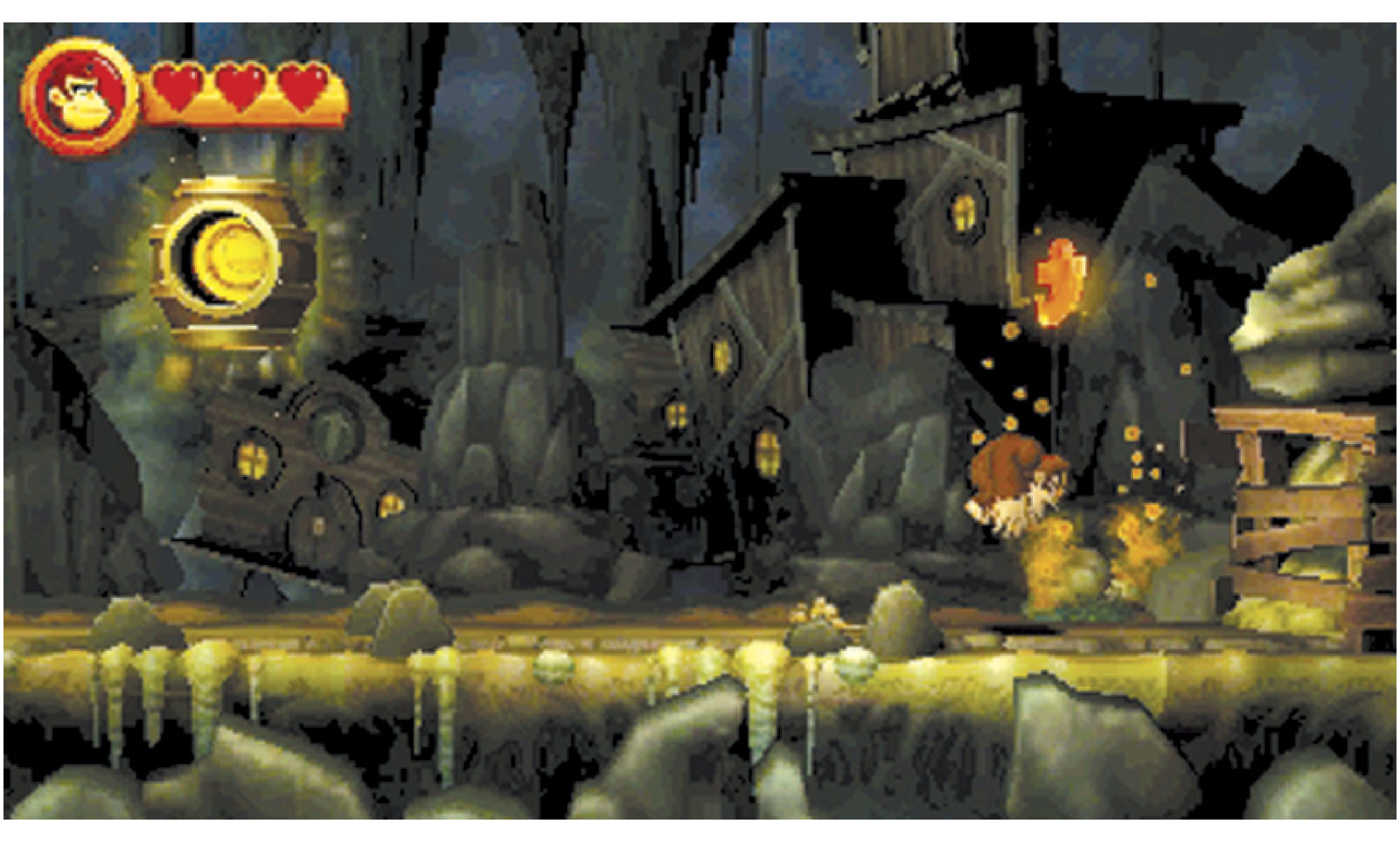
⑥ As the mine train goes through a series of corkscrew loops, it will drop off four Mole Guards hanging from balloons. Fly over the Mole Guards and run into their balloons to pop them and cause the Mole Guards to fall. Hit all four of the balloons and a Puzzle Piece will appear for you to pick up.



⑦ N Right after you reach the end of the corkscrew track, drive down to get the N KONG letter. Be ready to pull up quickly.



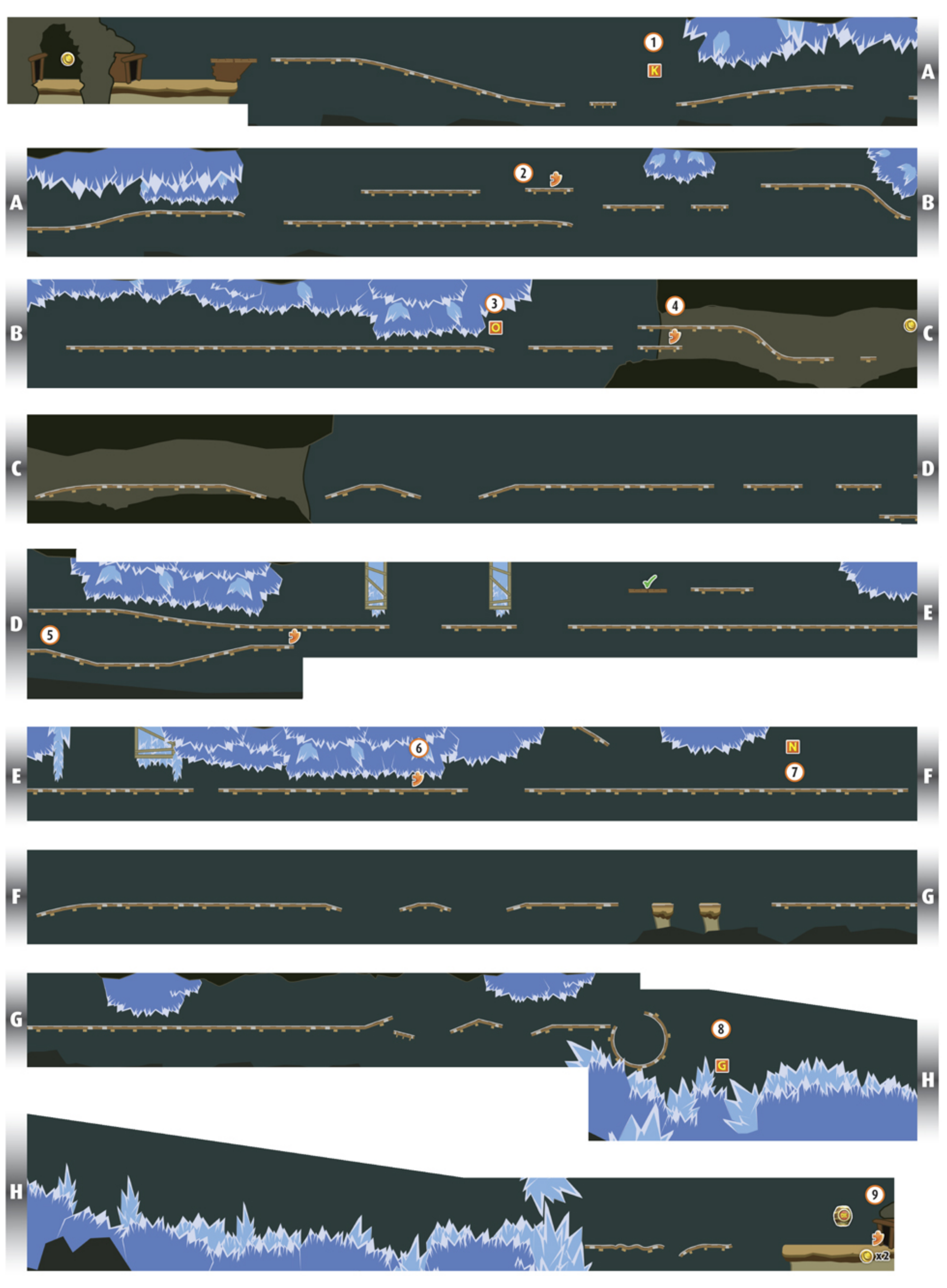
⑧ G After exiting a cave, you now have to deal with crystals that drop down from the ceiling. Stay up high and carefully avoid the jagged pieces of crystal as you get the G KONG letter. After retrieving the letter, get back down a bit and proceed to the Slot-Machine Barrel.



⑨ Don’t hit the Slot-Machine Barrel right away. Instead, go past it and pound the cactus to get the last Puzzle Piece. Now hit the Slot-Machine Barrel to complete the level.

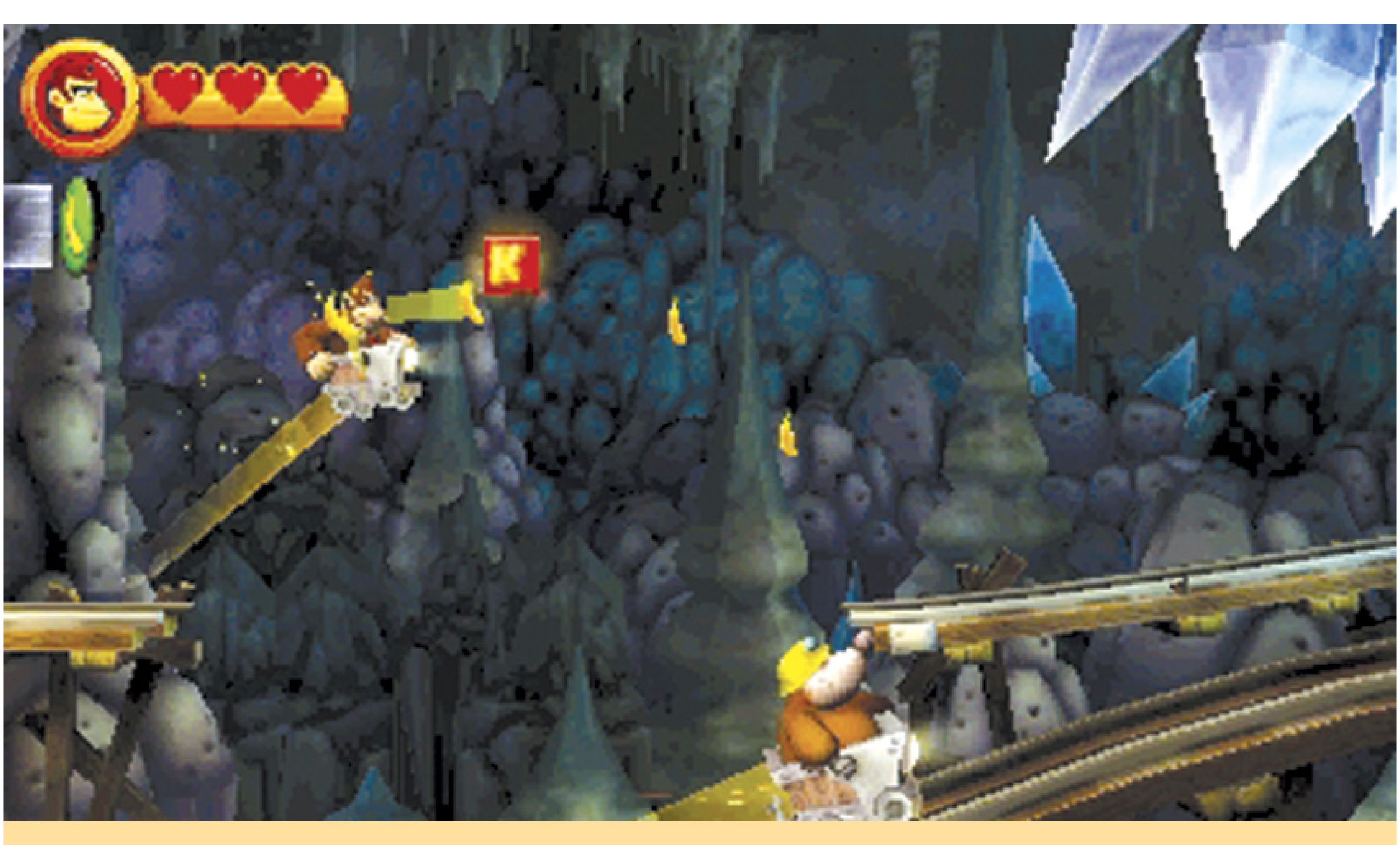
World 4

Bombs Away

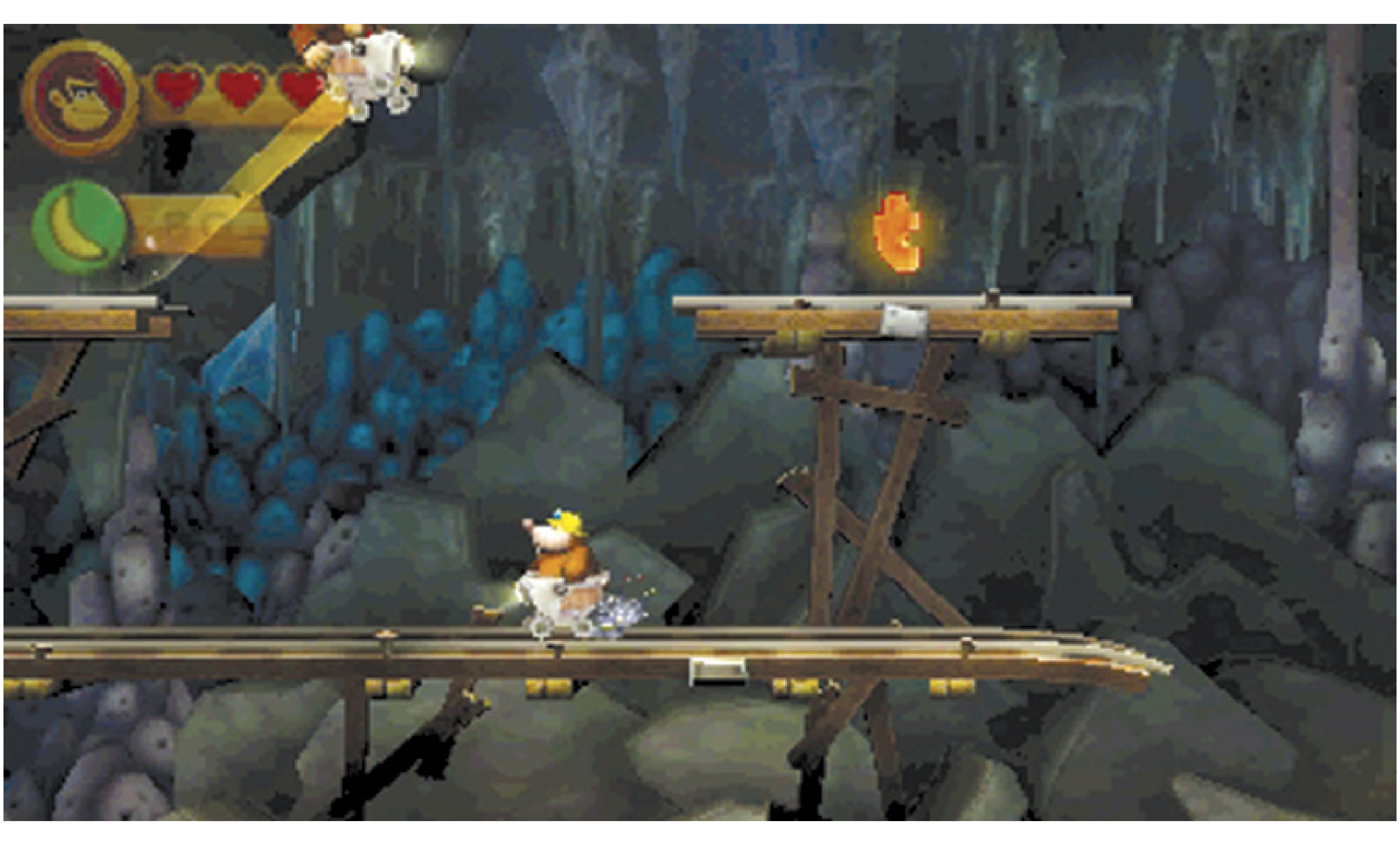


Tip

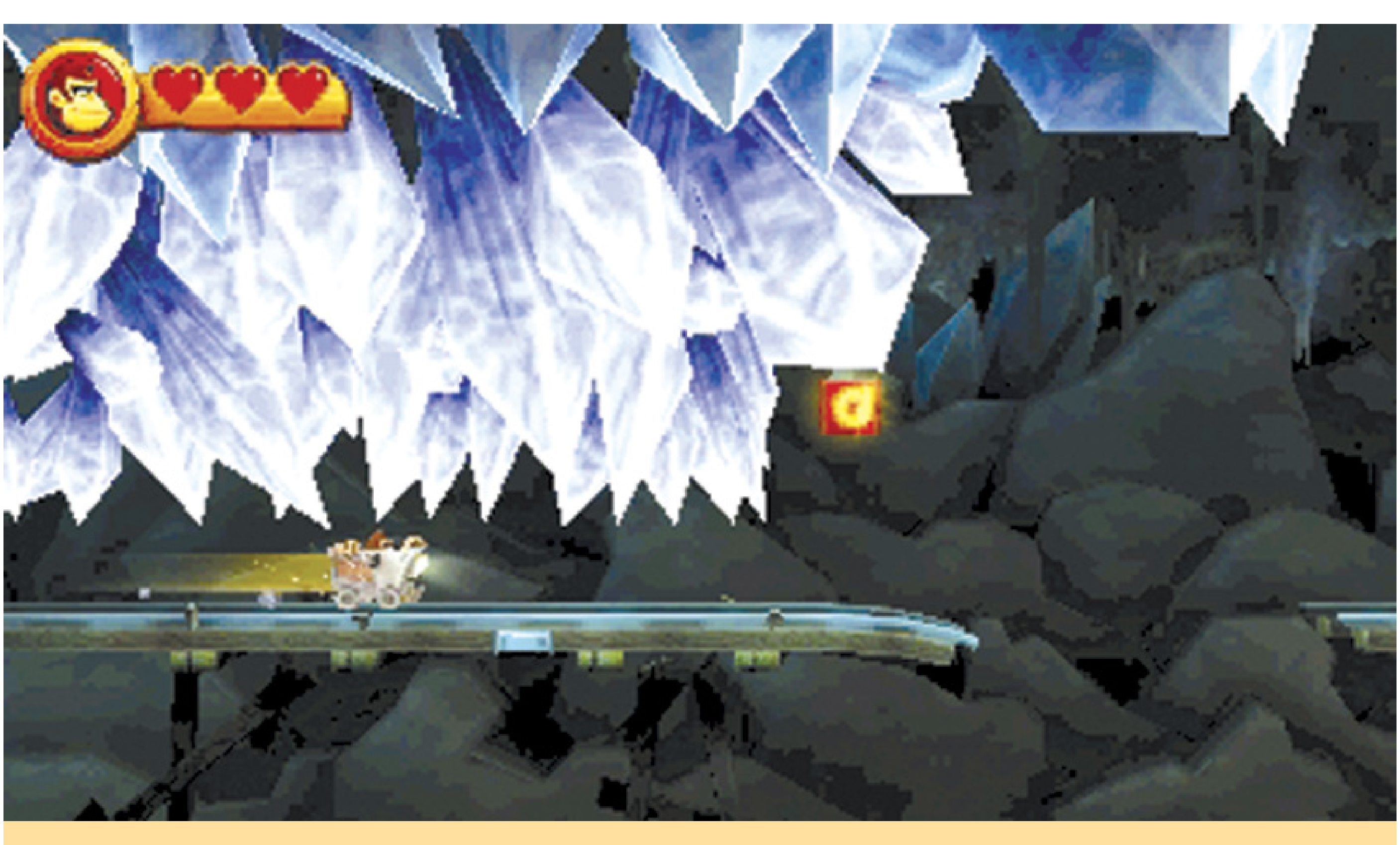
At the start, head left into a mine to find lots of banana bunches. After collecting the bananas, blow out the lantern to get a coin.



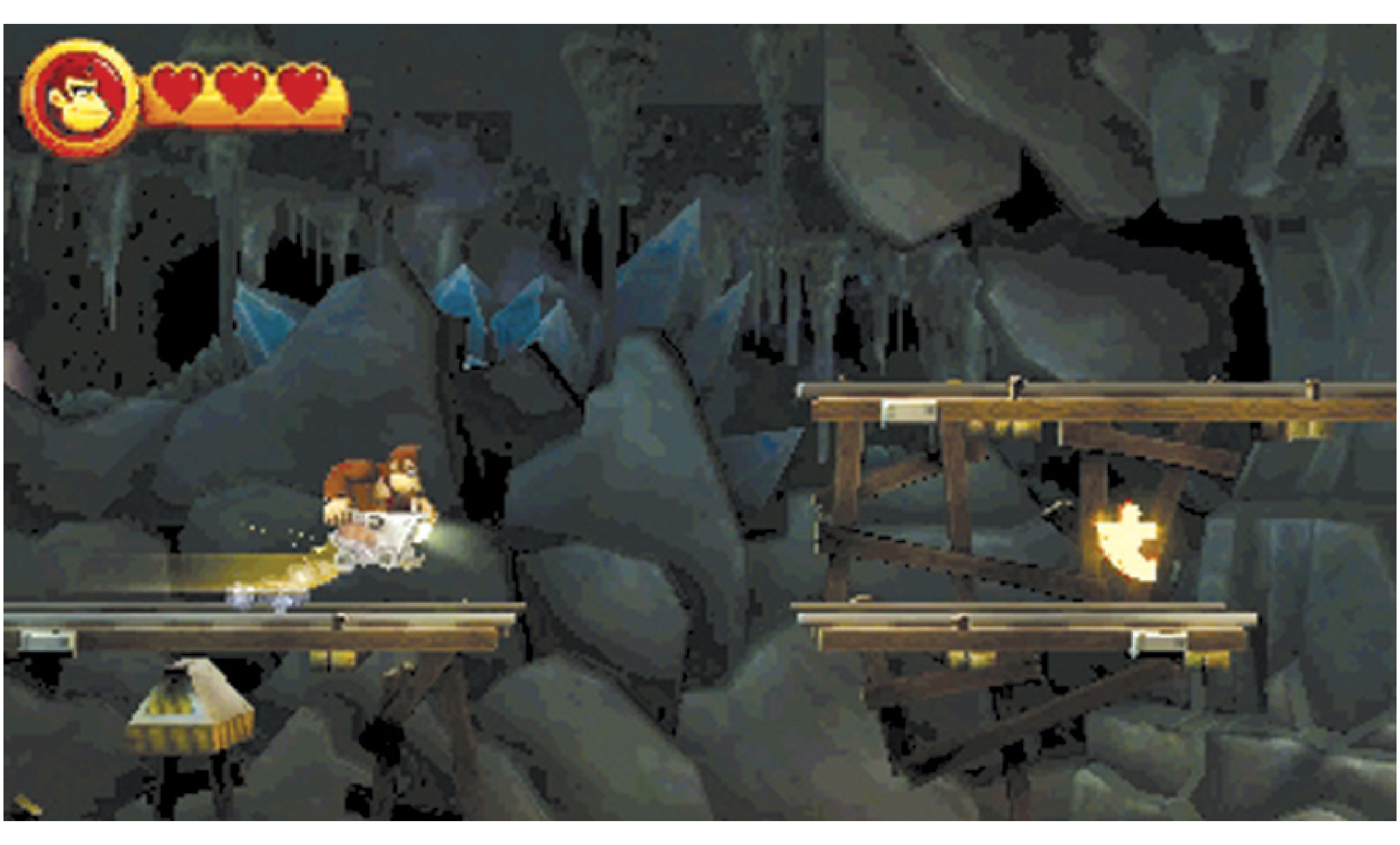
① **K** Once you are in a mine cart, be ready to jump as you head down a hill through some bananas. You must jump early so you can hit the small patch of track. From there, jump up to get the K KONG letter.



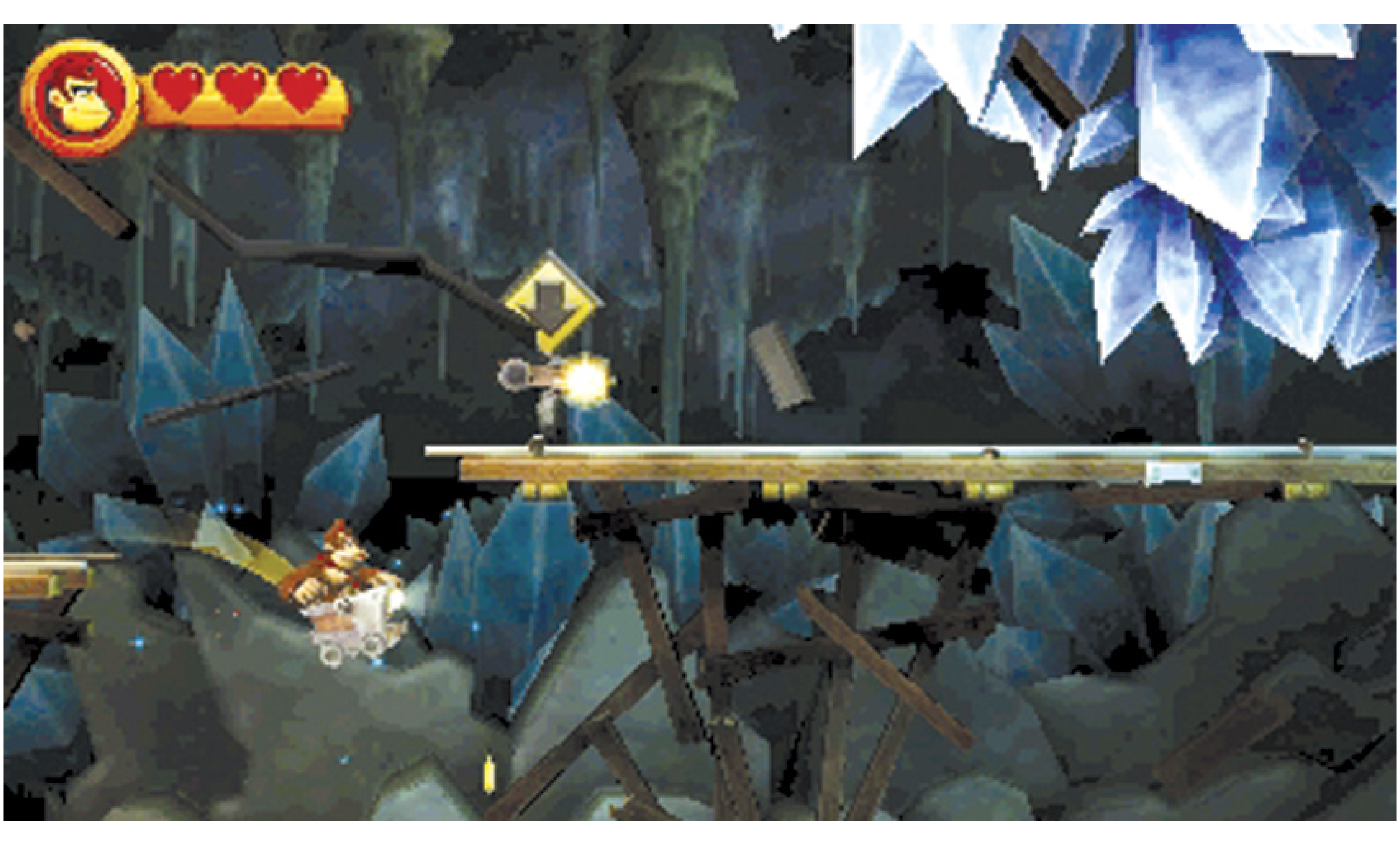
② 🧩 After ducking under some low crystals, get ready to jump onto a Mole Guard in a mine cart coming at you. As soon as you hit him, jump again to get a boost up to the top track. From there, you can get some bananas and then jump across to a short track with a Puzzle Piece.



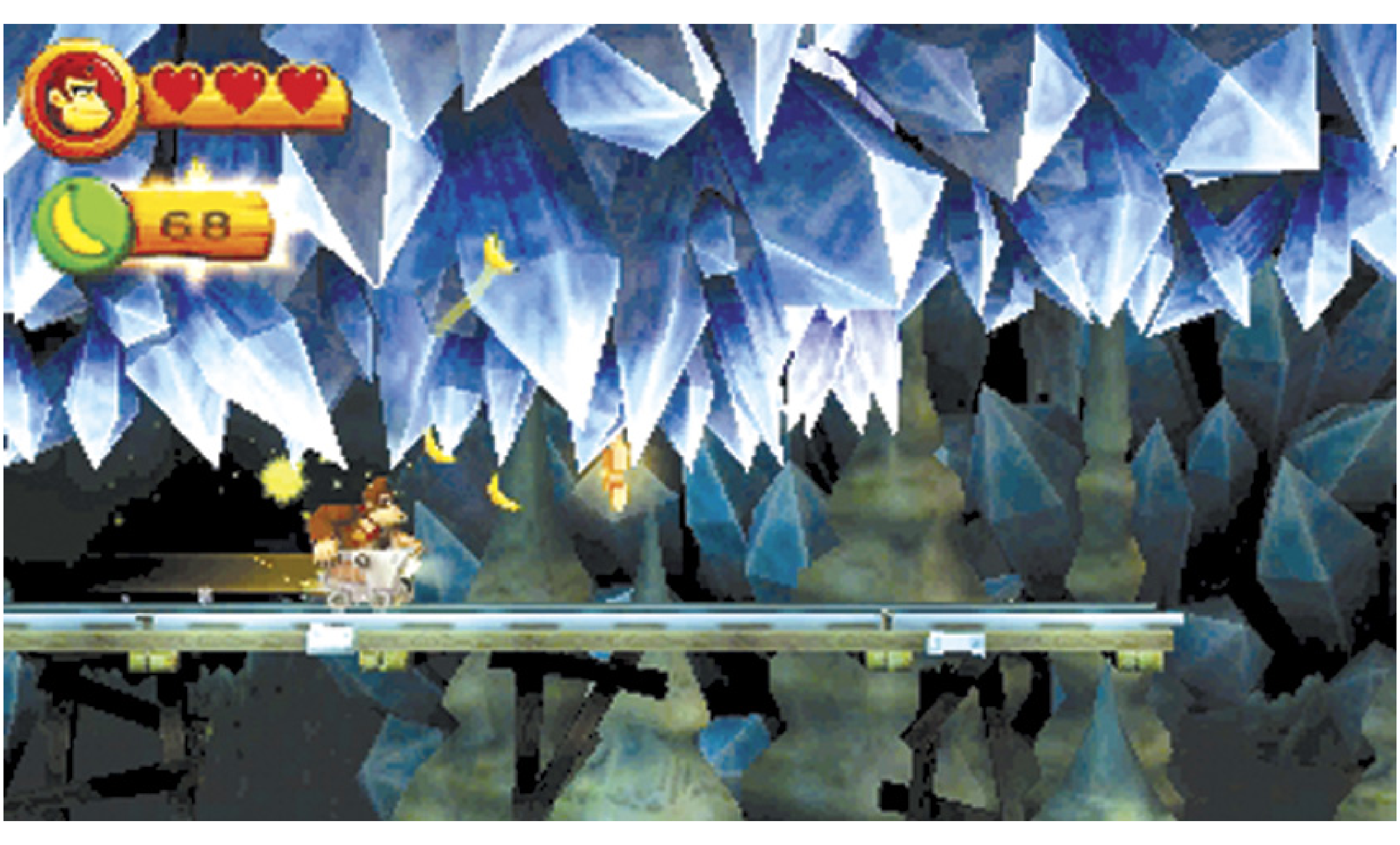
③ **O** Stay low as you go under more crystals. You must jump over a couple obstacles, then duck down. As you exit this area, be ready to jump so you can get the O KONG letter and cross the gap to another set of tracks.



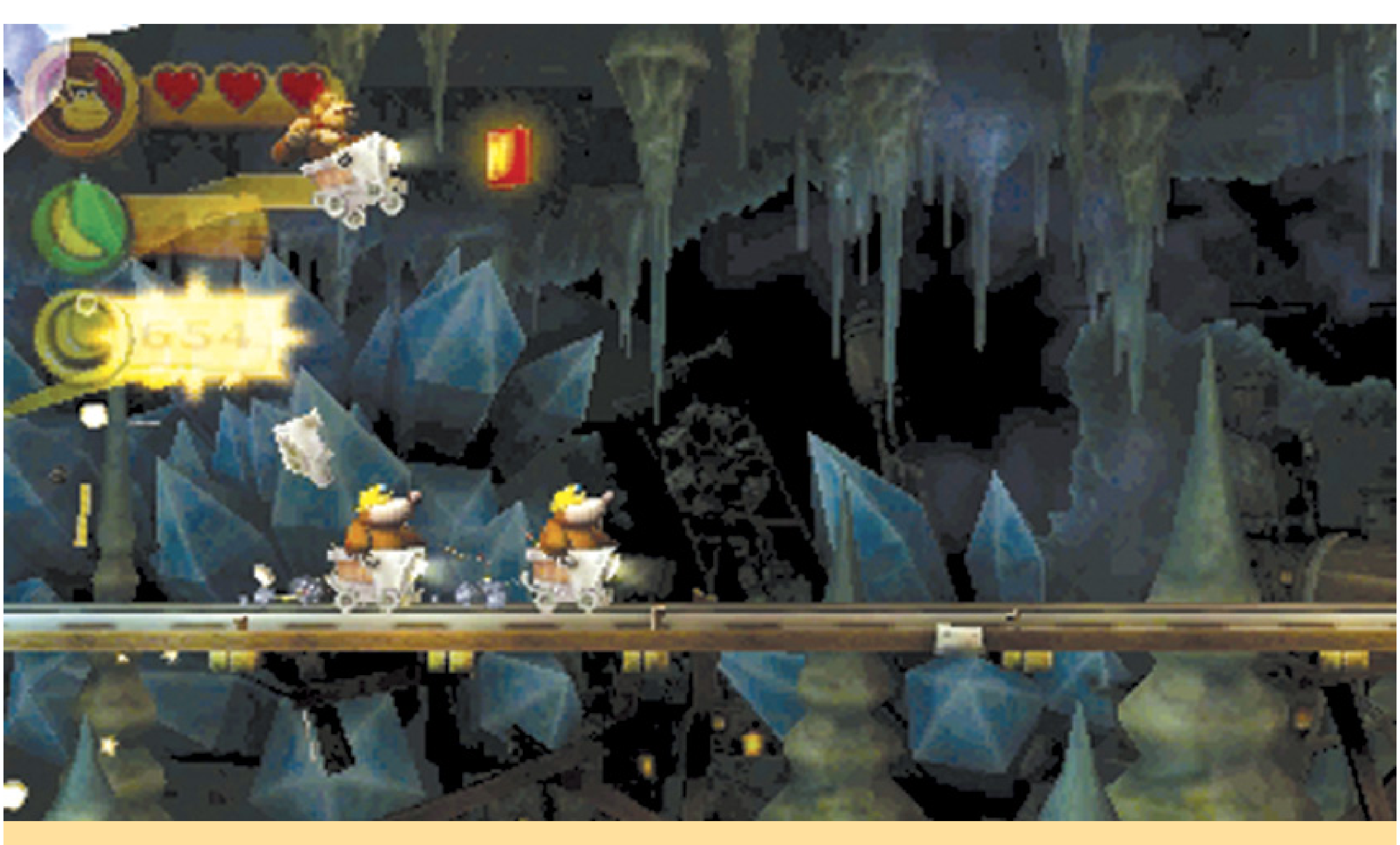
④ 🧩 To cross this gap, perform a low jump with just a tap of the jump button. You want to land on the lower track so you can get the Puzzle Piece. Then quickly jump to the higher track so you don't fall off the end.



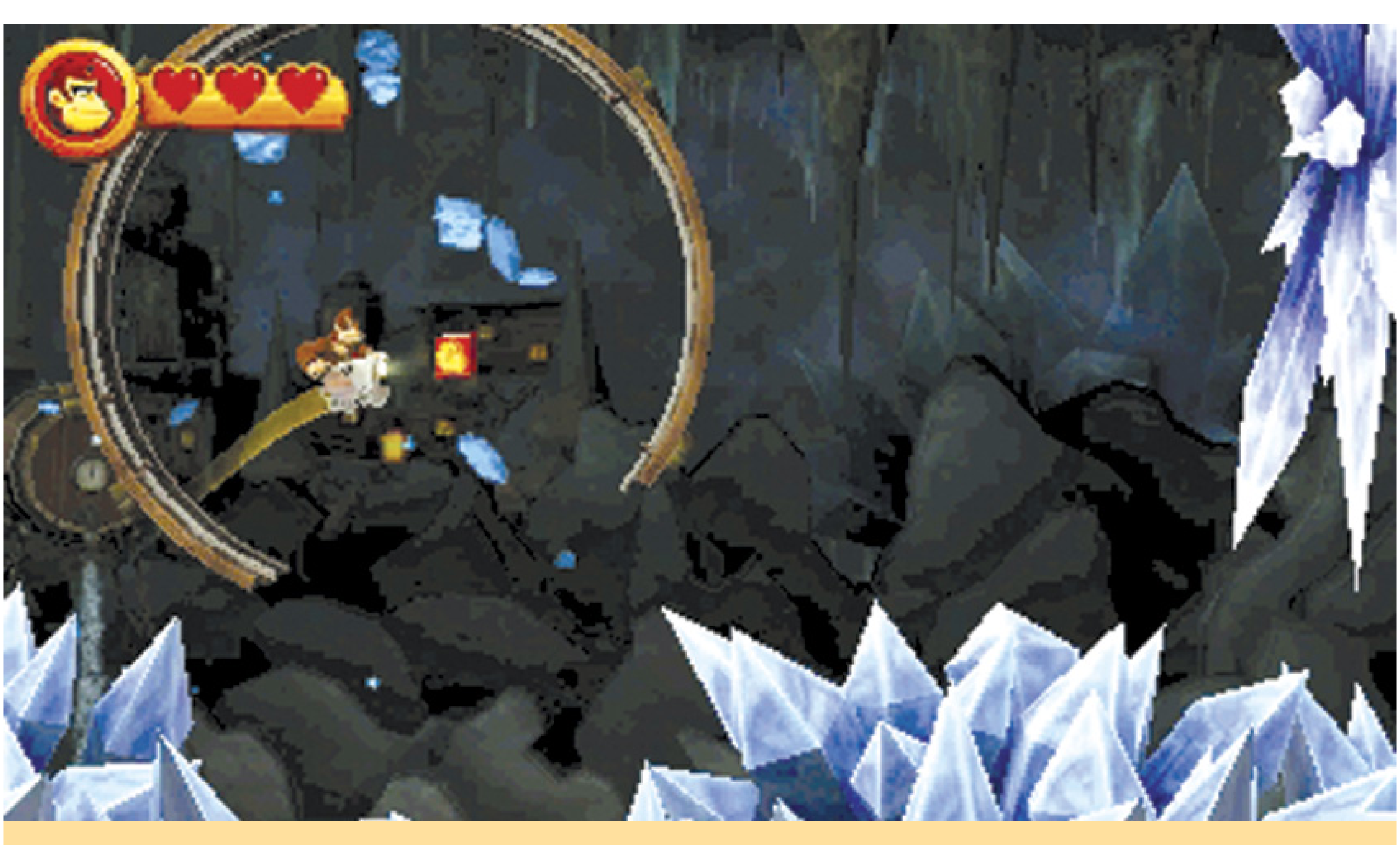
⑤ 🧩 When you see this sign with an arrow pointing down, don't jump across to the next track. Instead, let your cart fall off the edge. It will land on a lower track you can't see until you fall. Ride it to get the next Puzzle Piece, and then immediately jump back up to the higher track before you fall off the edge.



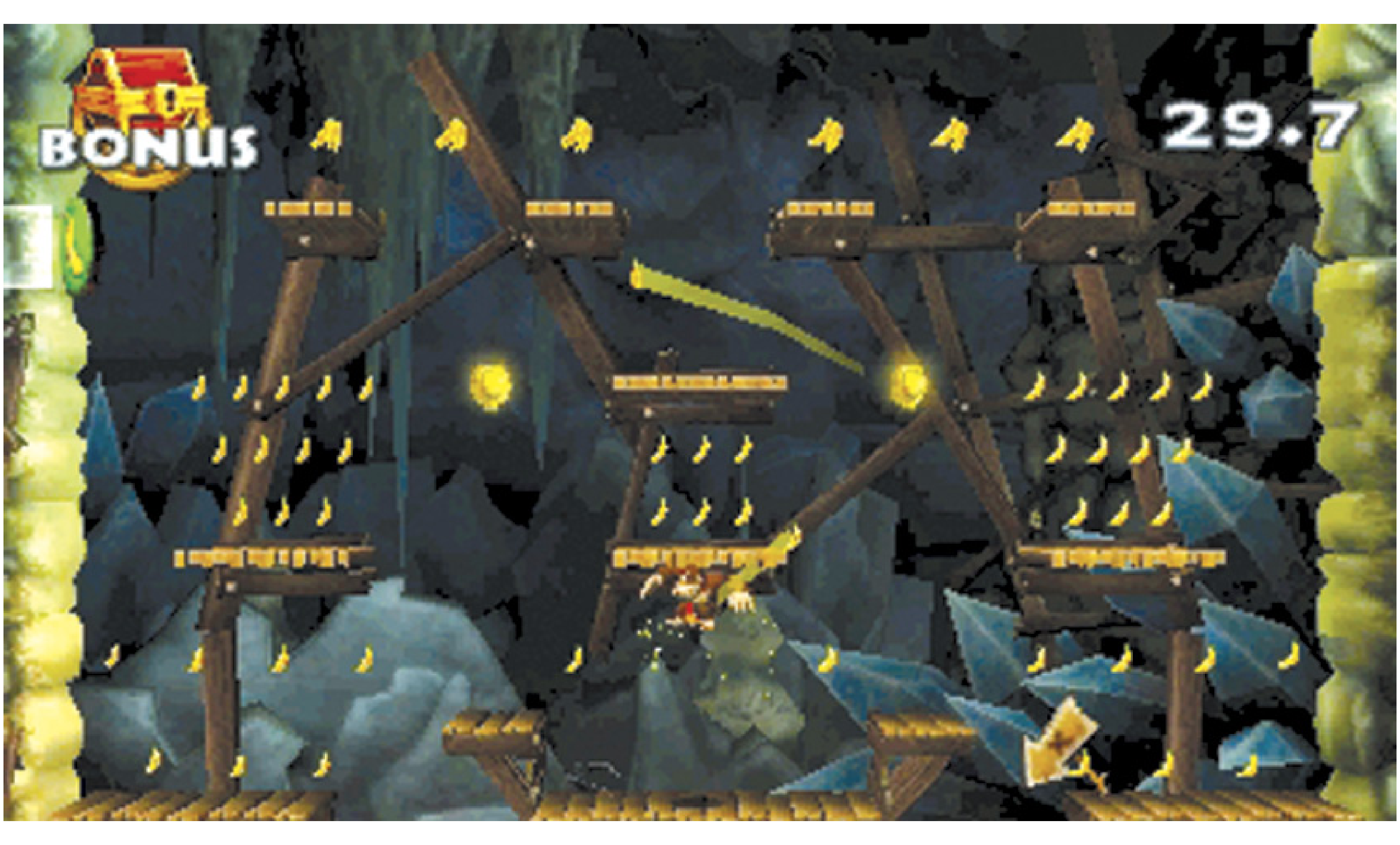
⑥ 🧩 After the checkpoint, you must duck down as crystals drop and then jump over a Mole Guard in a cart. As you go past bananas, get the Puzzle Piece and then quickly duck down to get under another dropping crystal.



⑦ **N** You will reach a section of track where there are five Mole Guards riding in carts in the same direction as you. Perform a low jump onto the first Mole Guard and then onto the second one so you don't hit the low ceiling. However, really jump for height off the fourth Mole Guard so you can get the N KONG letter before you fly past it.



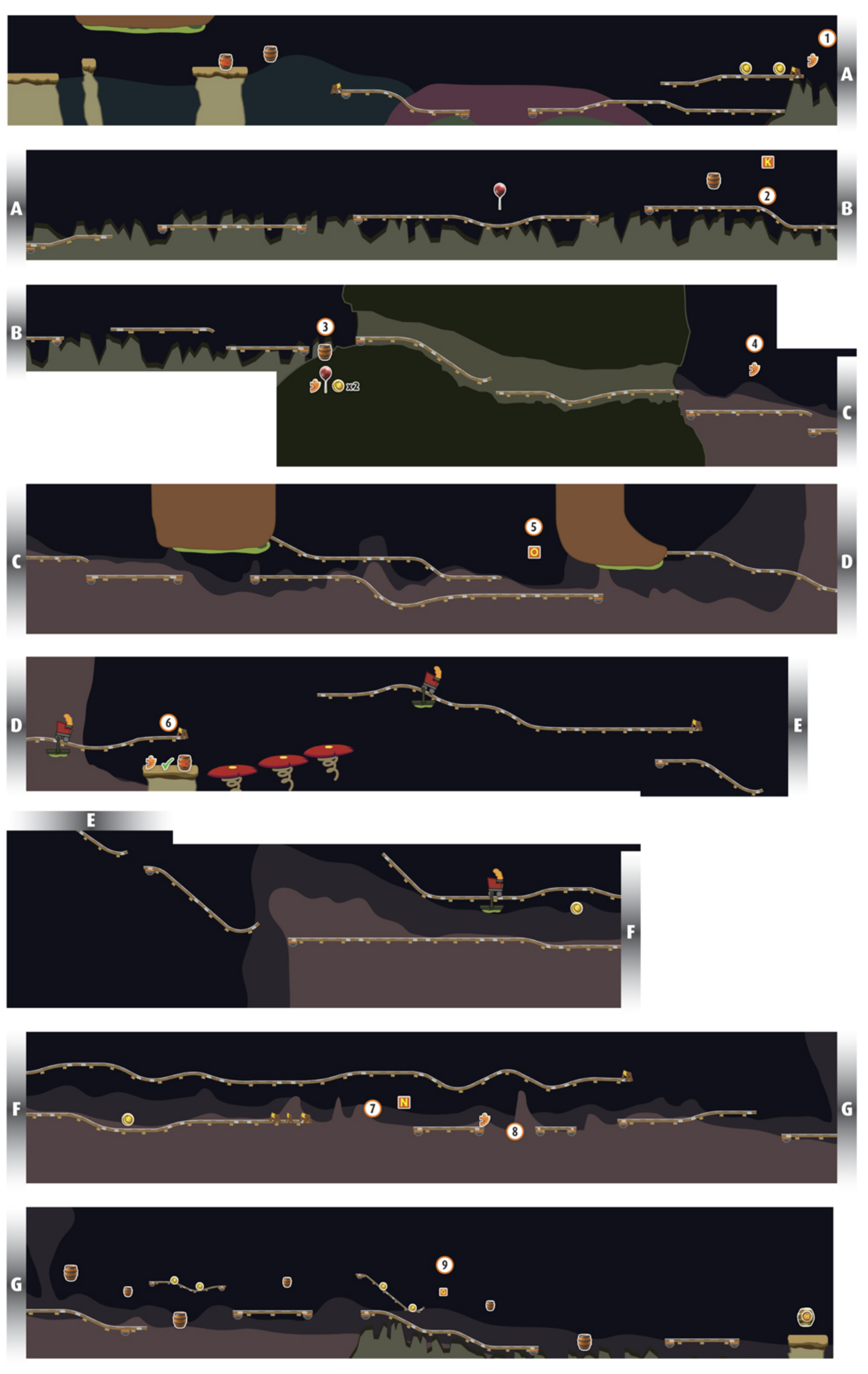
⑧ **G** The Mole Guards will try to stop you by blowing up the track in front of you. Just jump over the gaps and keep going. Eventually you come to a very curved piece of track that breaks off and acts like a wheel. As you get to the opening, jump so you don't fall. You can grab the G KONG letter during one of these jumps.

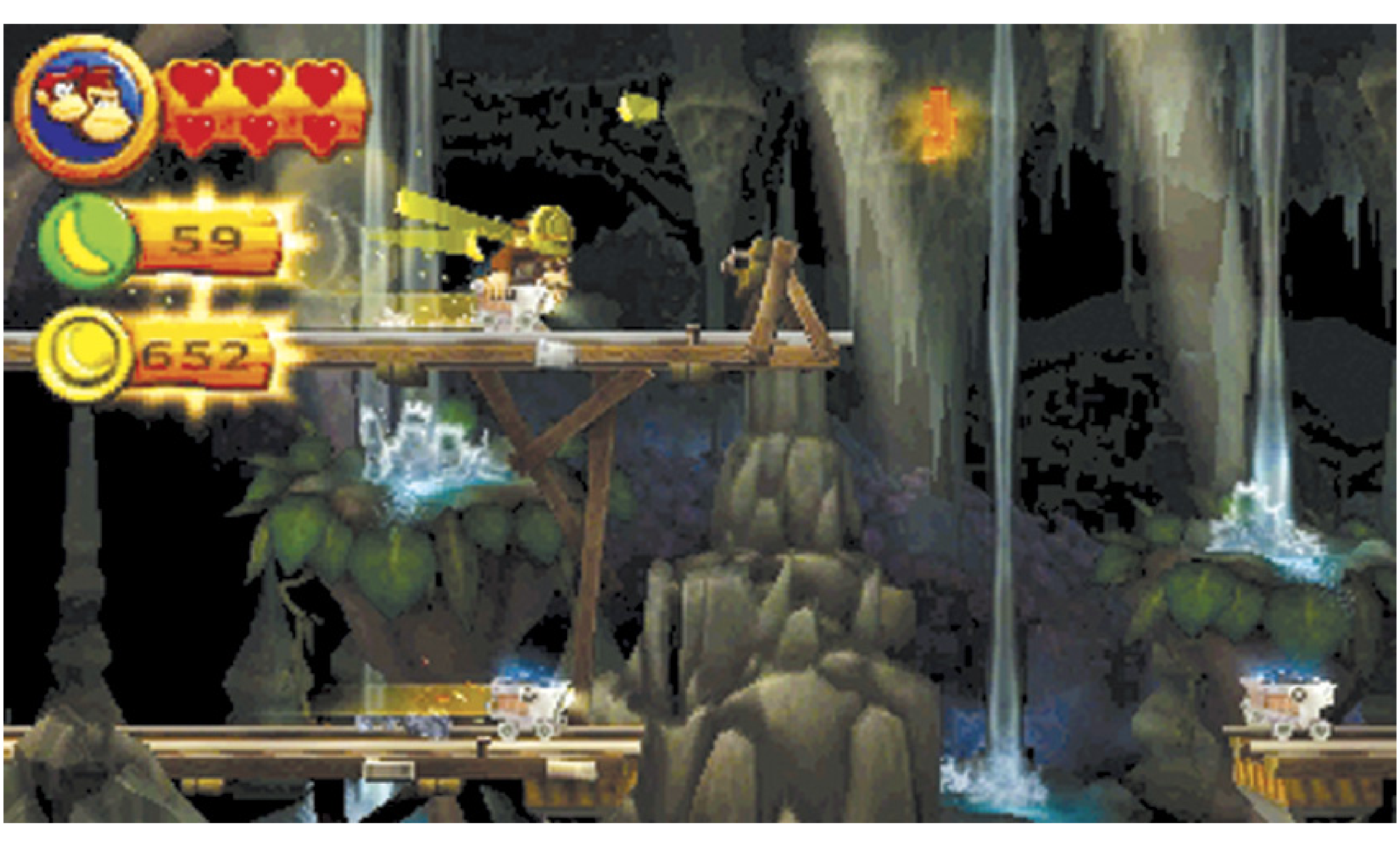


⑨ 🧩 Once you reach the Slot-Machine Barrel, run past it and roll into the cave on the far right side. Enter a bonus area where you must do a lot of jumping between stationary platforms to collect several bananas and a couple coins. After you get them all, you earn the last Puzzle Piece.

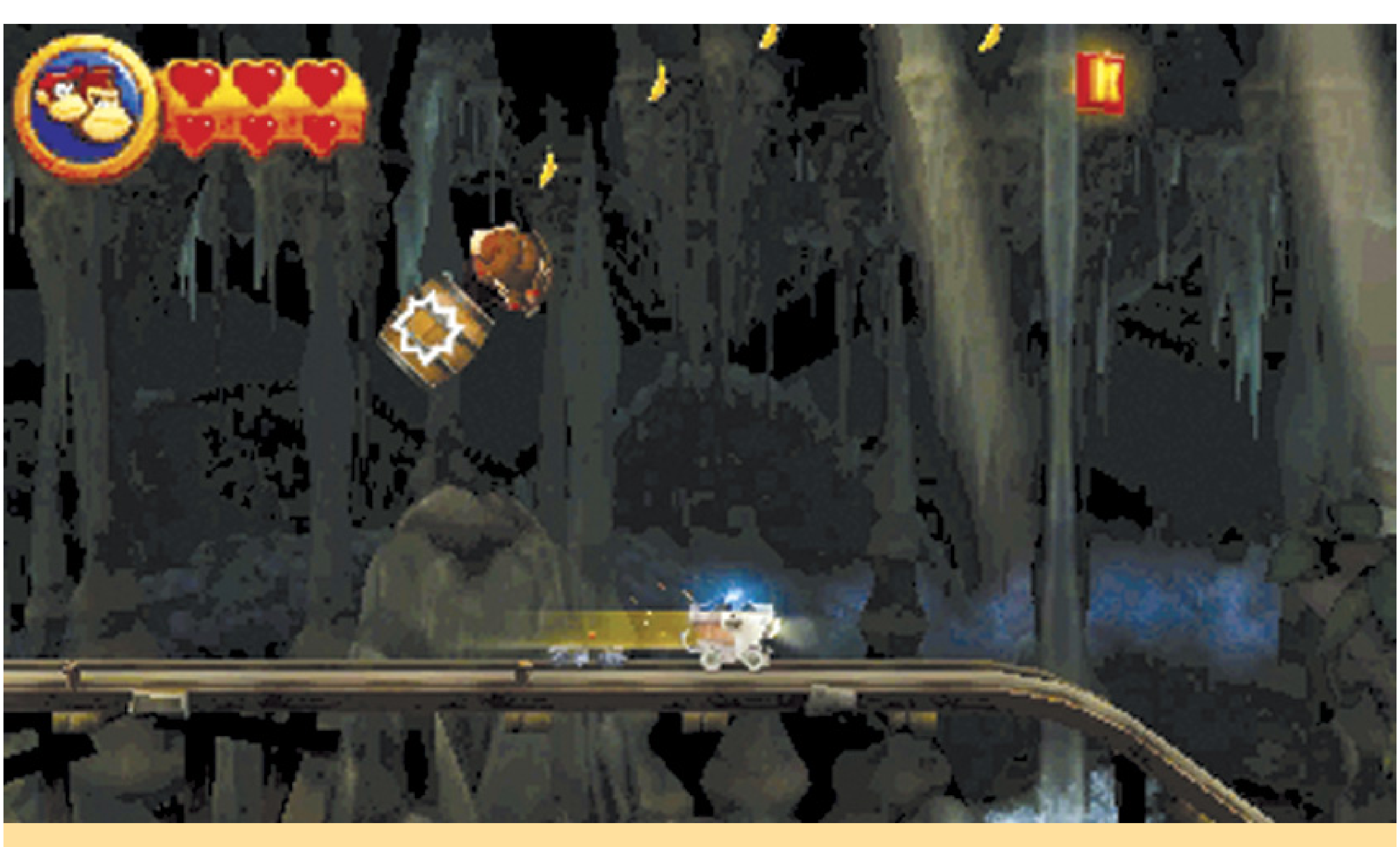
World 4

Grip and Trip

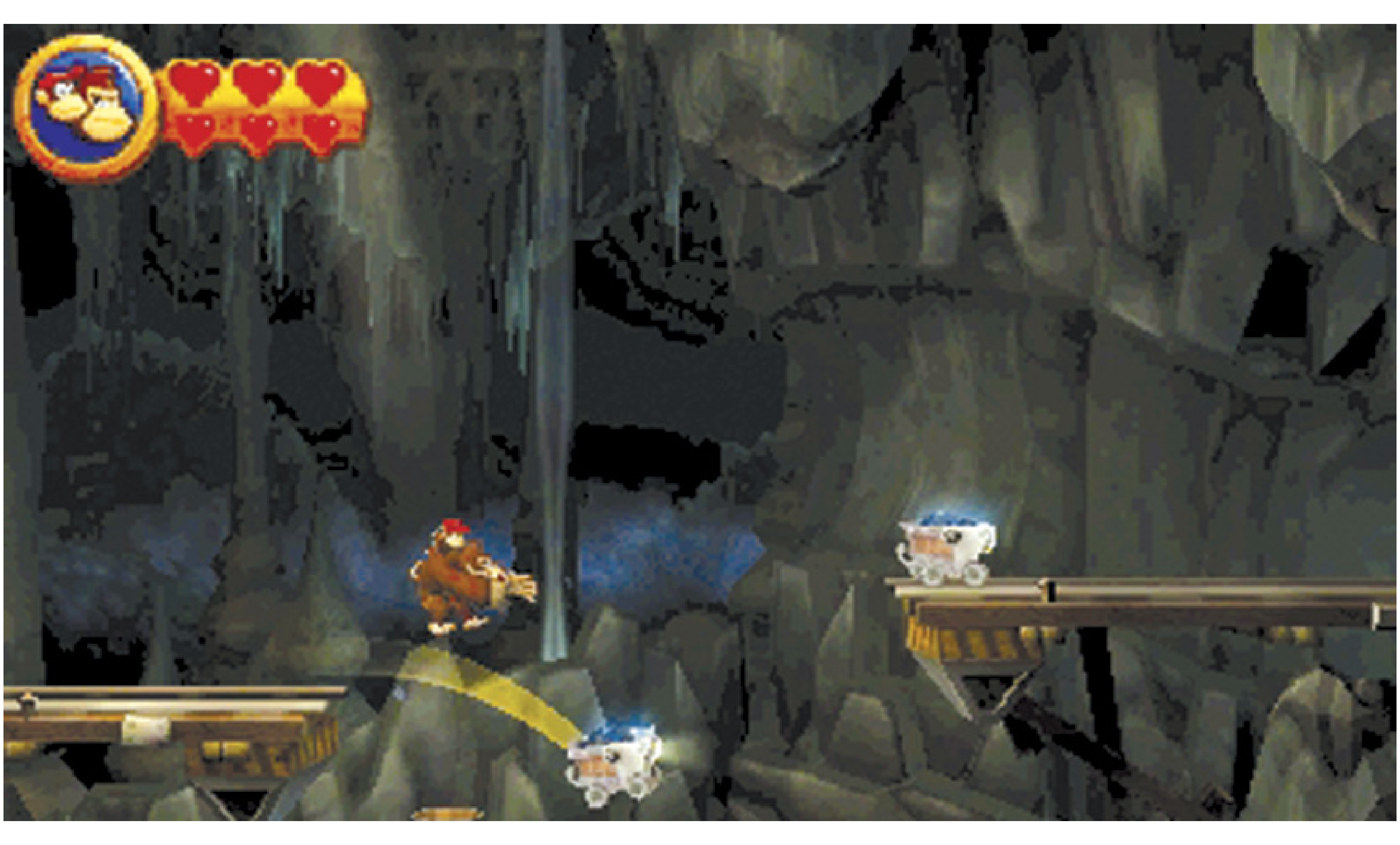




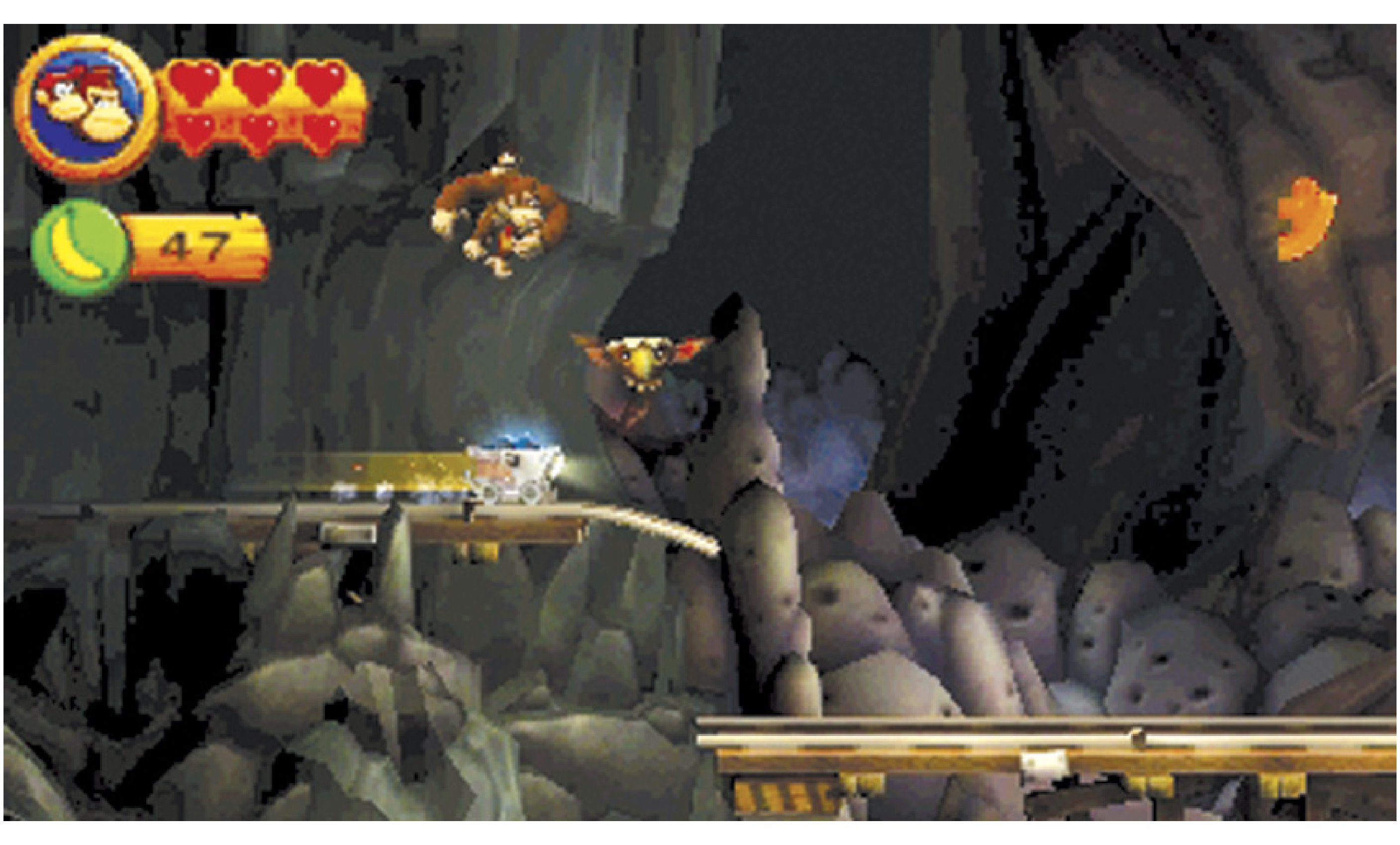
① This is another ride in a mine cart. When you reach the spot with two tracks, jump up to the top track and be ready to jump out at its end to get the Puzzle Piece and then drop down into another mine cart.



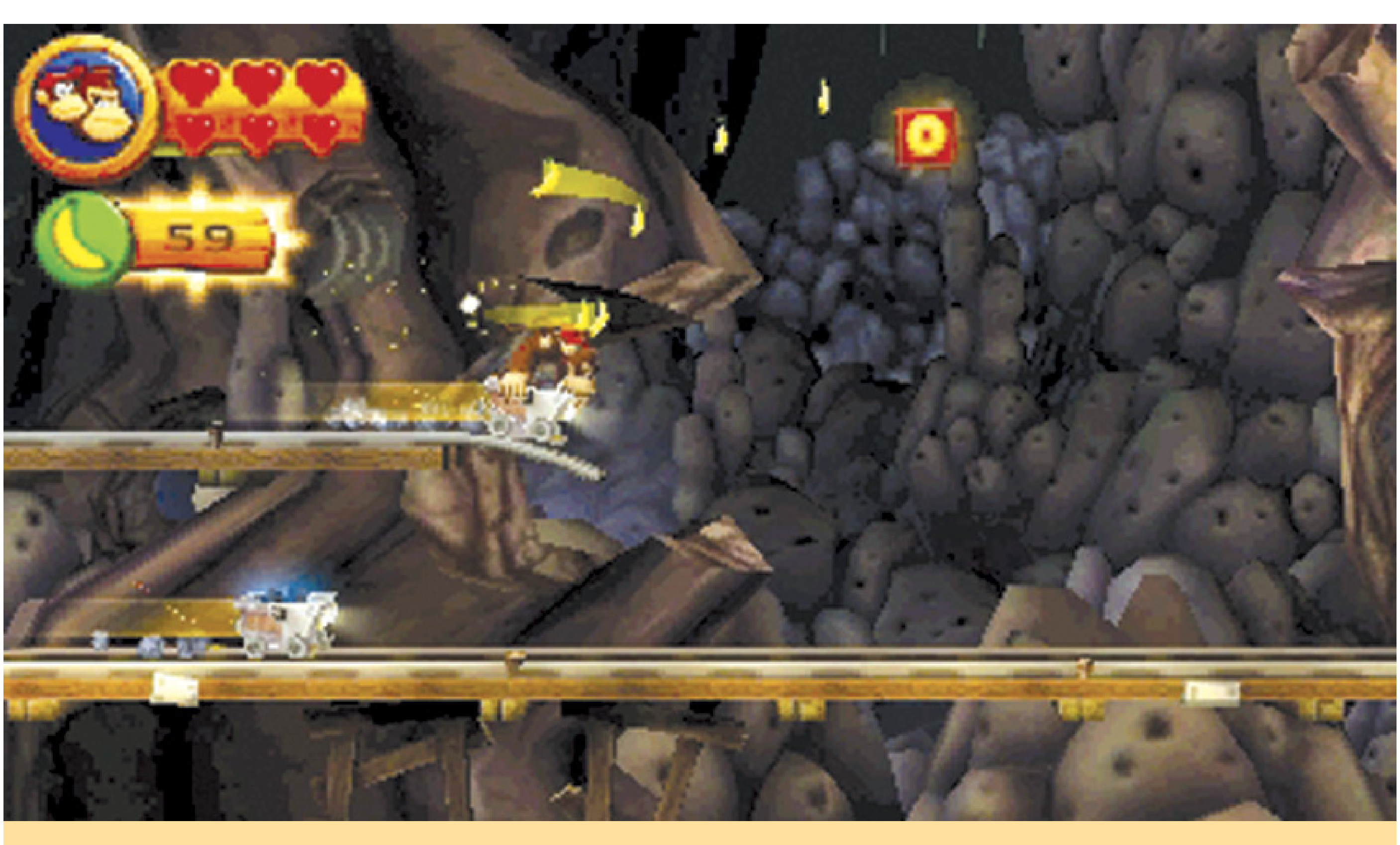
② K After jumping over some Tiki Buzzes to get a balloon, be on the lookout for a barrel. Jump into it and it will shoot you to the K KONG letter. Be careful to land back in your cart and continue on.



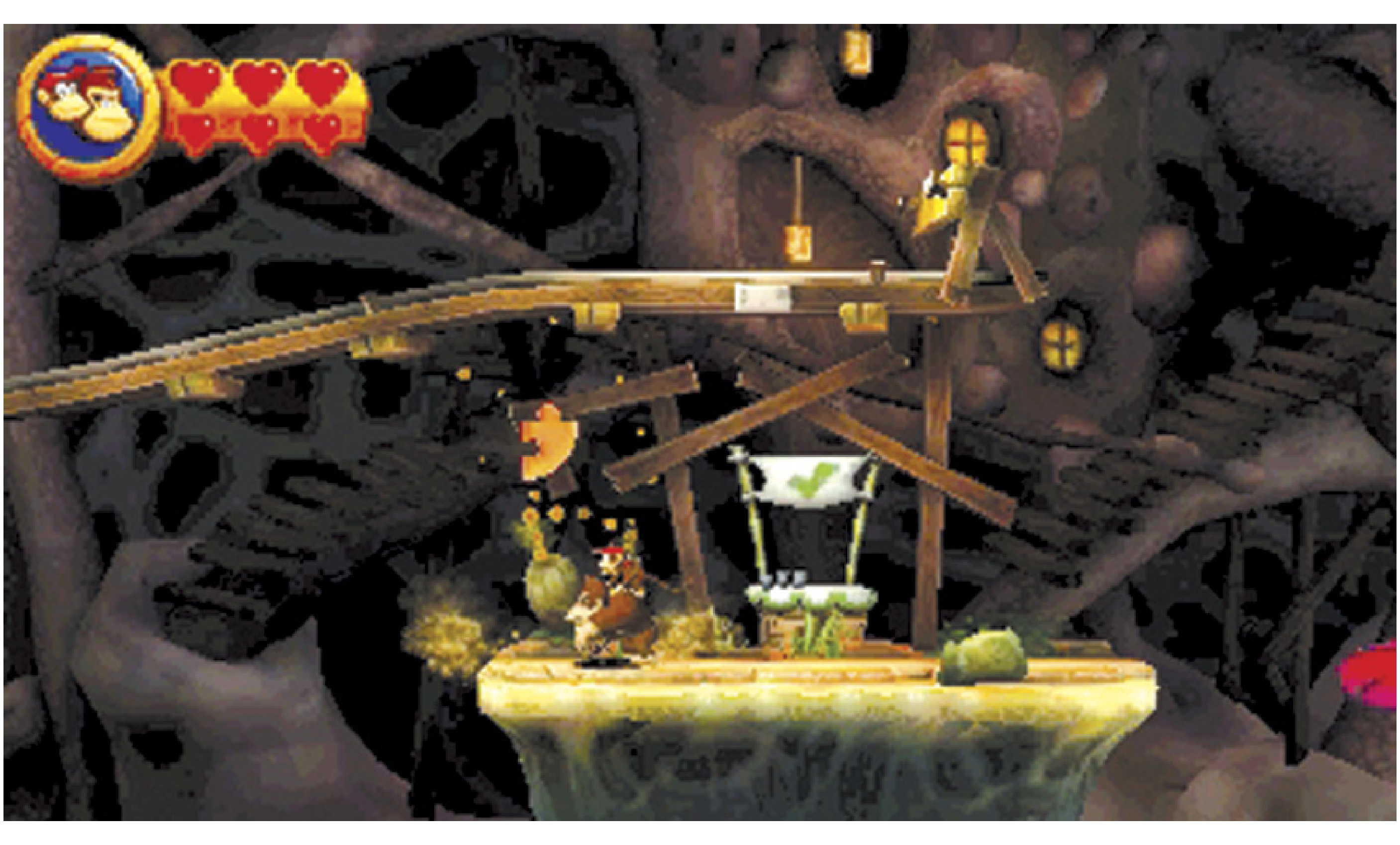
③ As you continue, look for a barrel down low at the end of a track. Jump straight up out of the cart and land in the barrel to enter a bonus area. Clear out the bananas, coins, and a balloon to earn a Puzzle Piece.



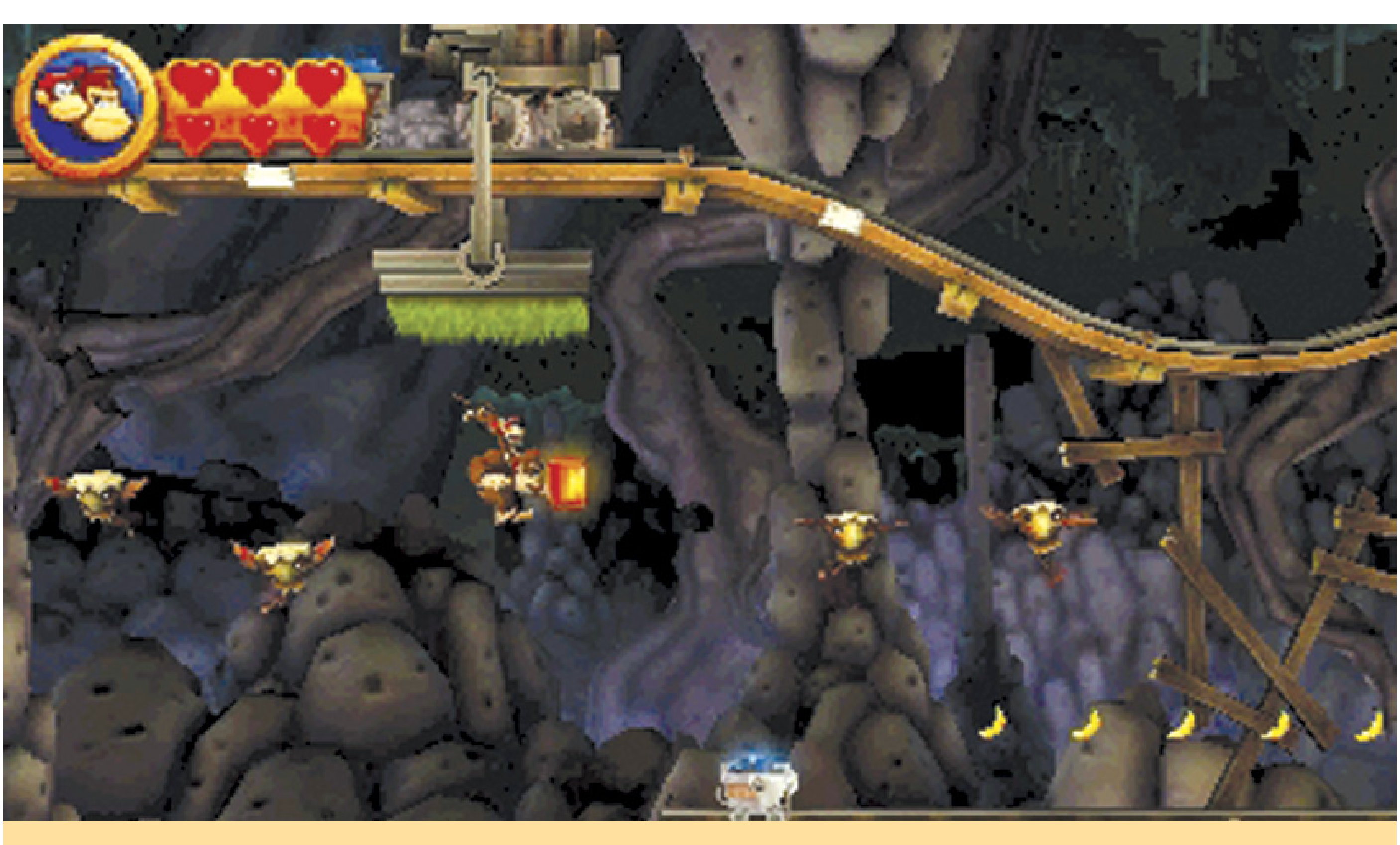
④ Once you are back in a mine cart, ride it through a narrow cave. As you emerge, jump up and off of a Tiki Buzz to get the Puzzle Piece before landing back into your cart.



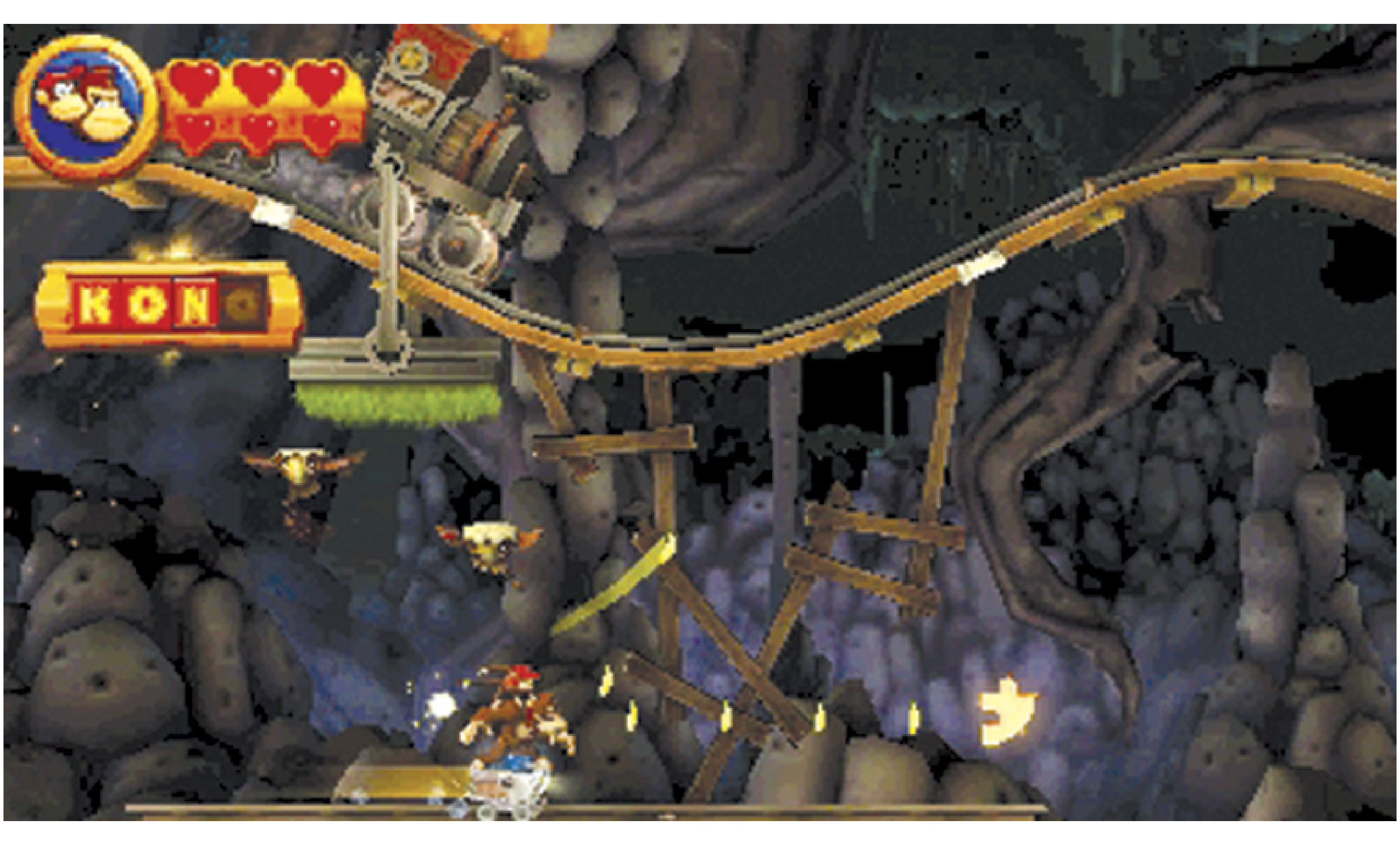
⑤ O When you reach two tracks, jump into a cart on the higher track and ride it to the end; from the track's end, you must jump up to get the O KONG letter and then land in a cart. When you see some grass overhead, jump up and grab it.



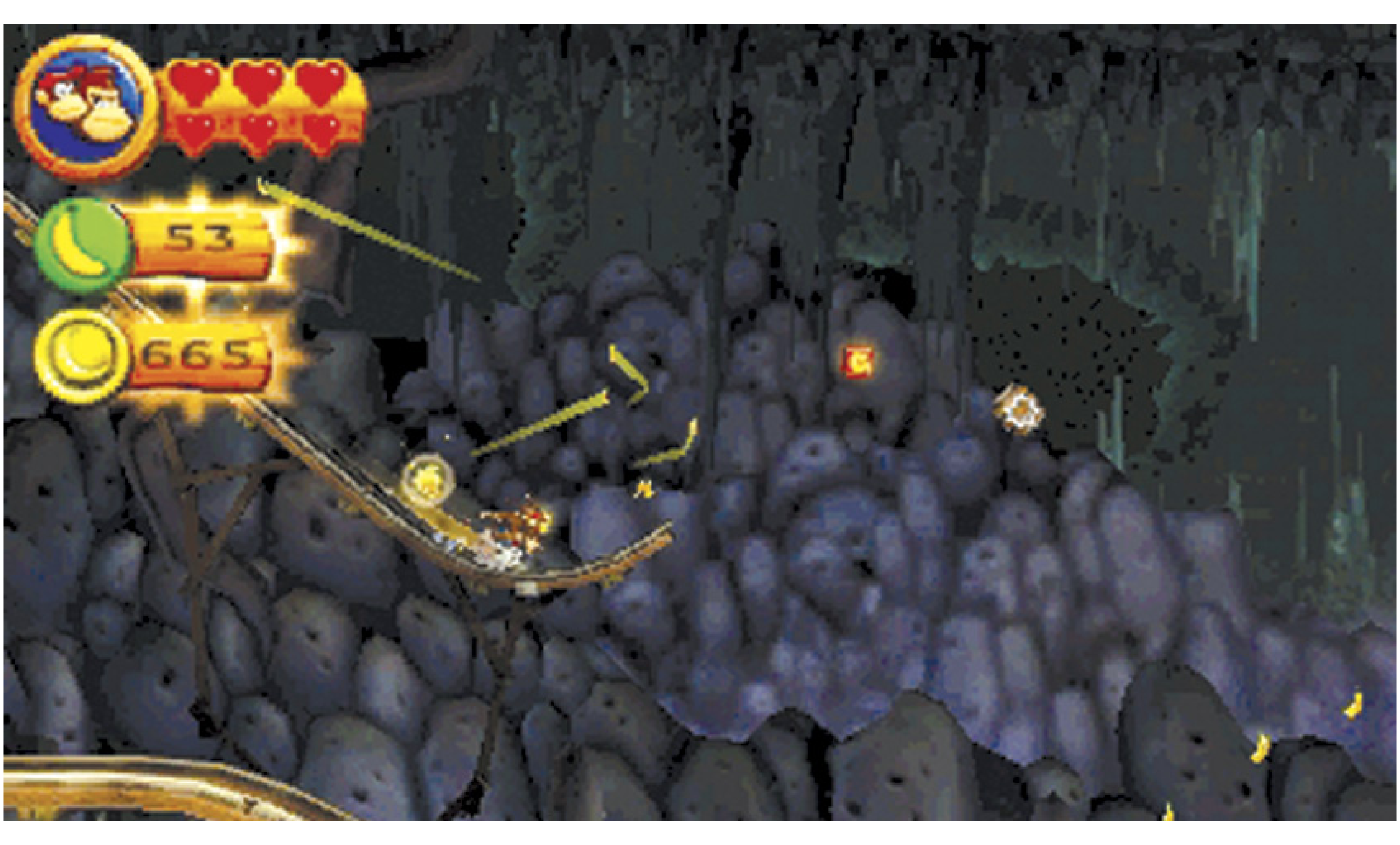
⑥ Hold on to the grass hanging below a mine train. Drop down at the checkpoint and pound the nearby plant to find a Puzzle Piece. You can also throw a DK Barrel here to get Diddy Kong.



⑦ N Keep riding the mine carts. You come to another spot where you must hang from the grassy underside of a mine train. Ride it to the track's end and drop so you can grab the N KONG letter and then land on another mine cart.



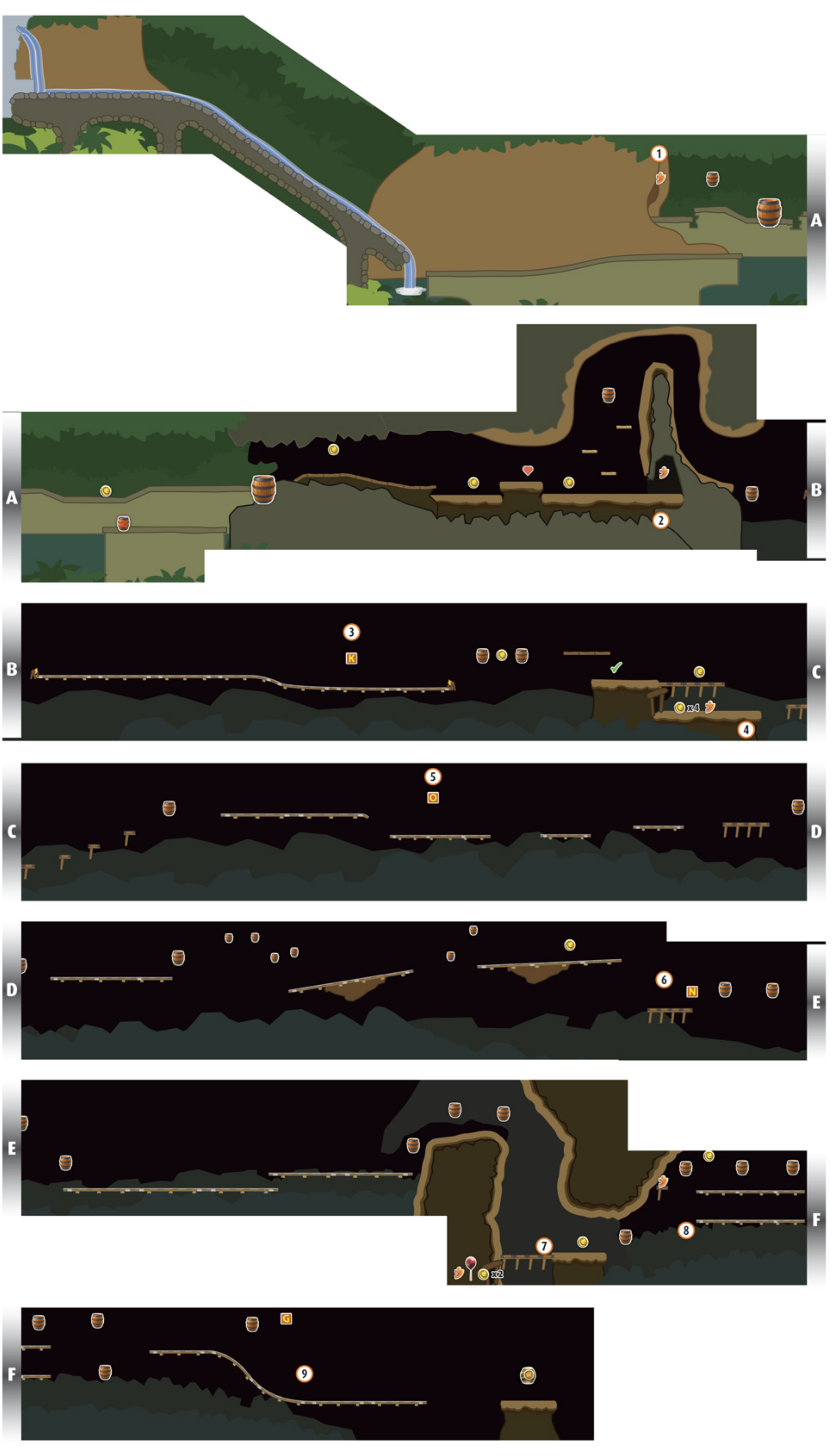
⑧ Right after getting the N KONG letter, ride the short track to its end to get the Puzzle Piece. Be ready to jump across to another cart on the next set of tracks.

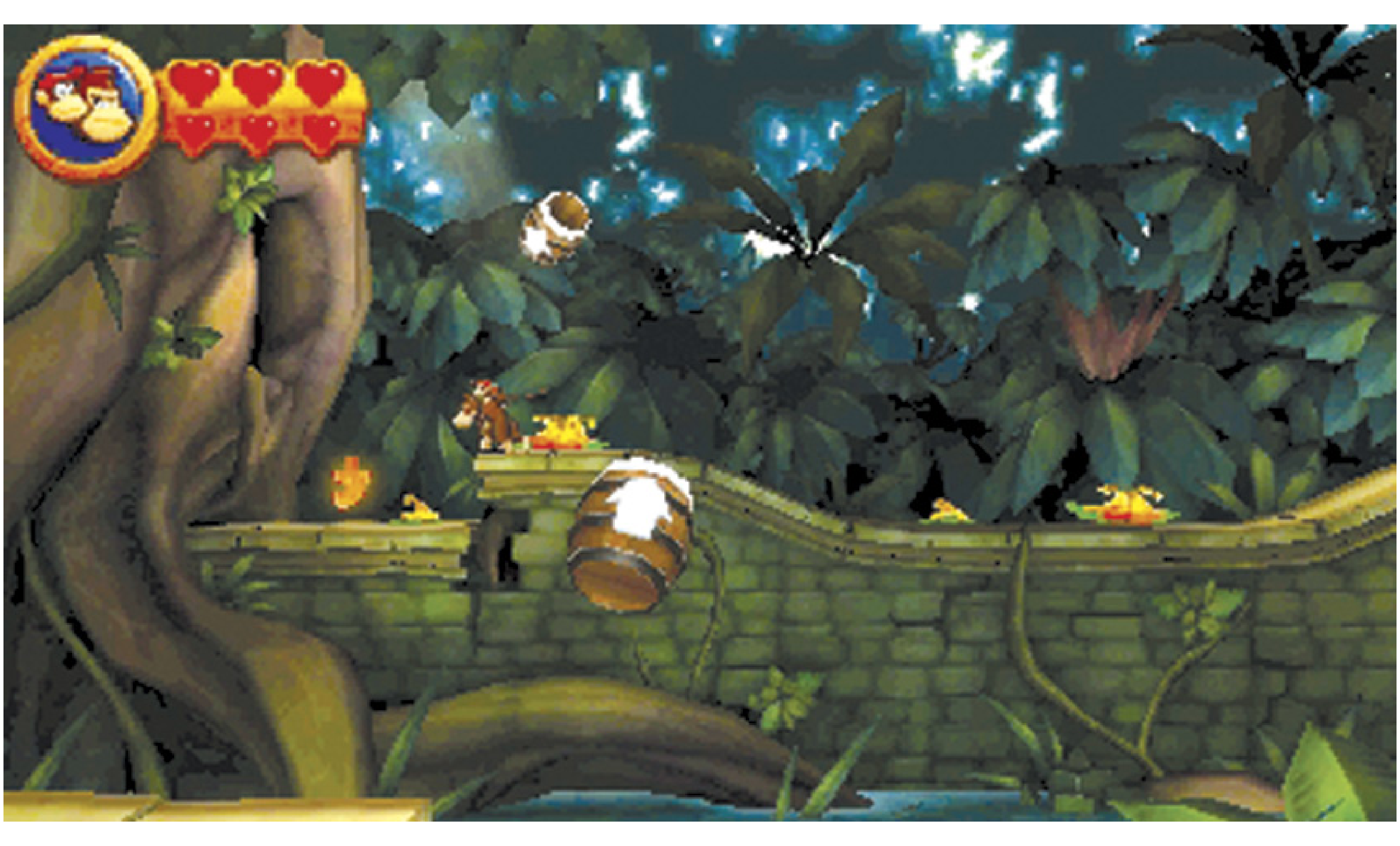


⑨ G In this new cart, you will jump onto a Tiki Buzz and then jump from it into a barrel. This will shoot you to a cart on a track in the background. Ride the cart to the track's end, where you jump off to grab the G KONG letter and land in a barrel. It will shoot you back to the main level, where you can continue to the Slot-Machine Barrel. Hit it to complete the level.

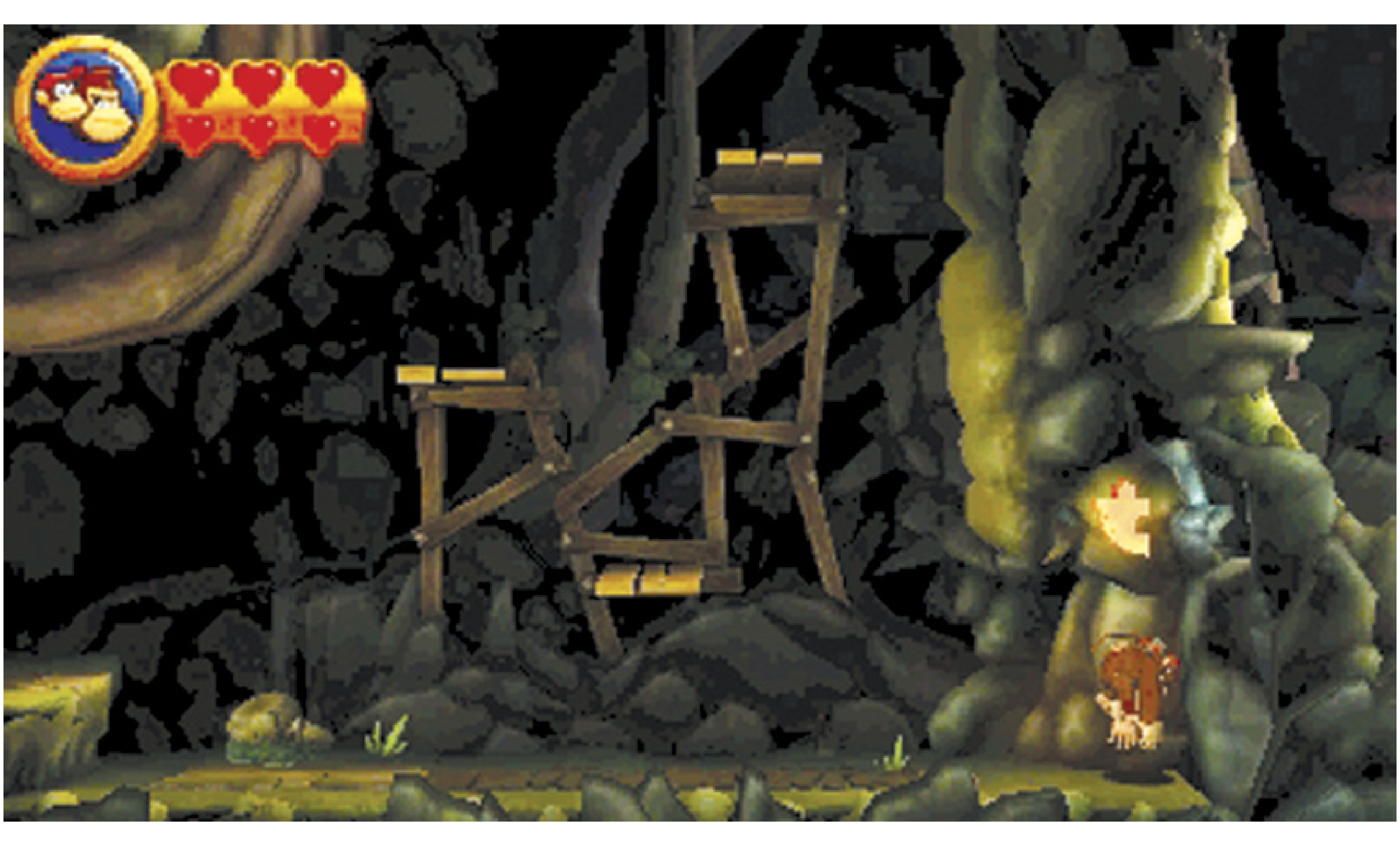
World 4

Rickety Rails

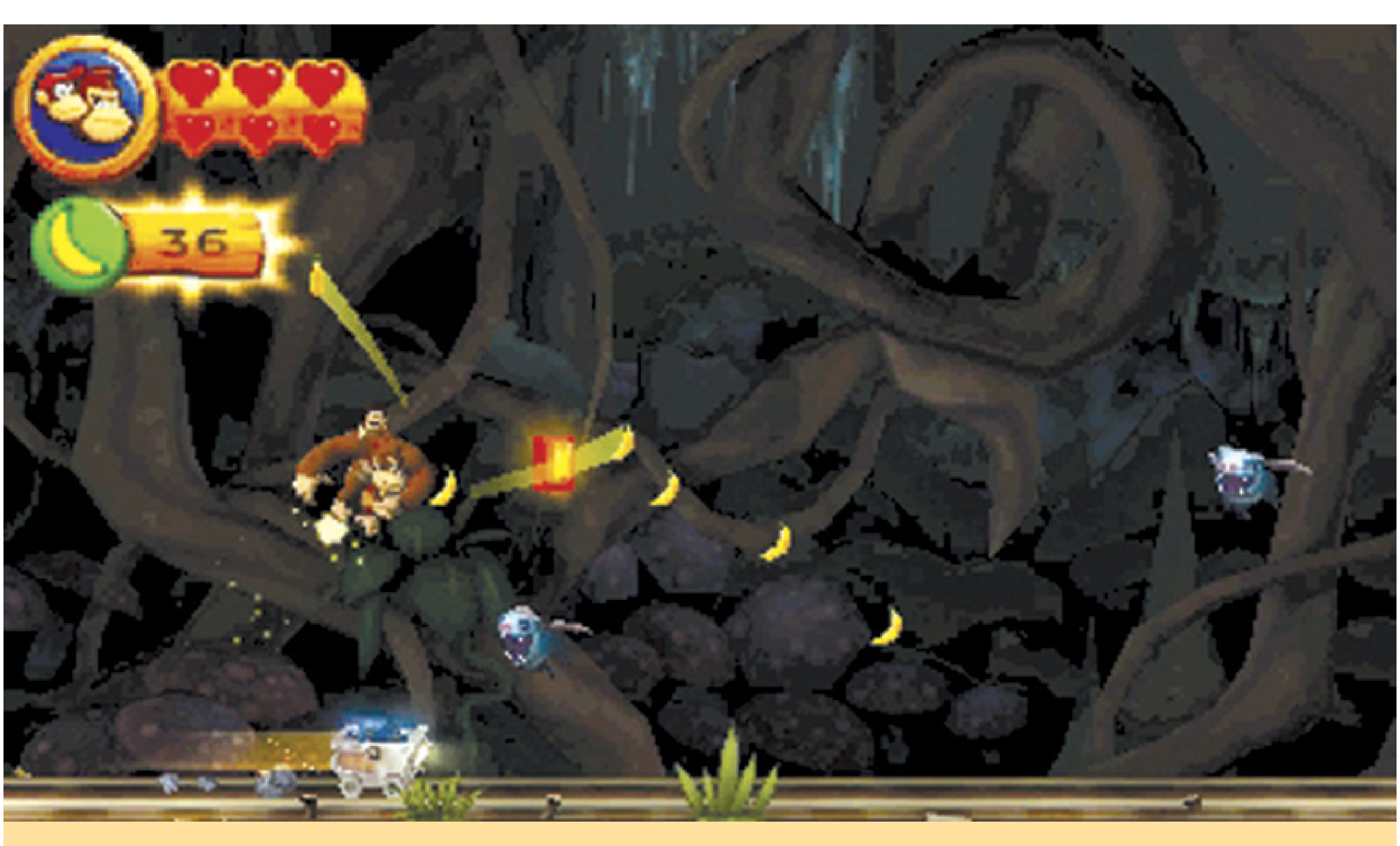




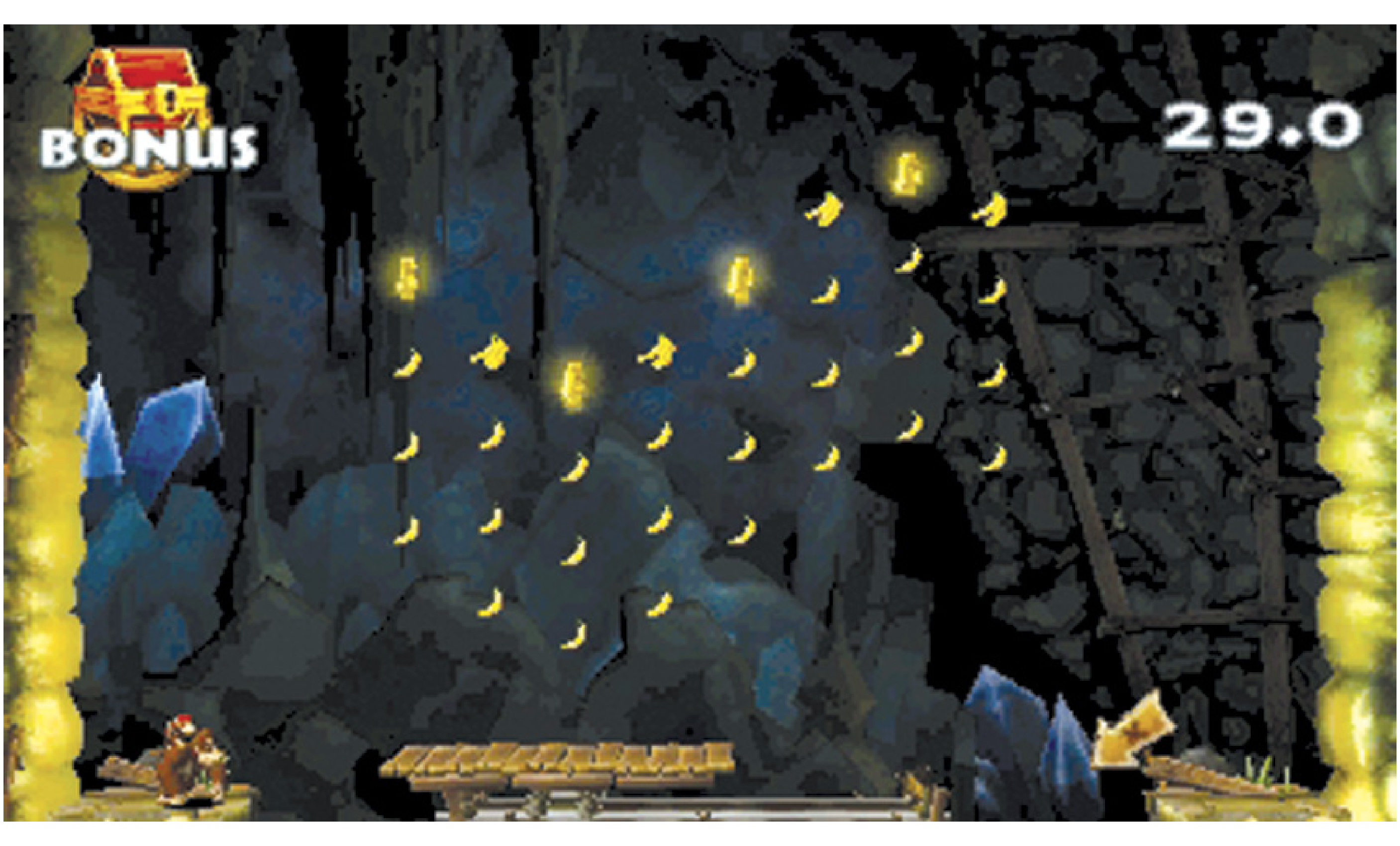
① At the start, jump into a nearby barrel to shoot yourself to a background area. Jump into a cave on the far left and a Puzzle Piece will shoot out. Smash gourds to get some goodies, and find another barrel to shoot you back. Next, pound the detonator to blast an opening into a mine. Use another barrel to return to the background and enter the mine.



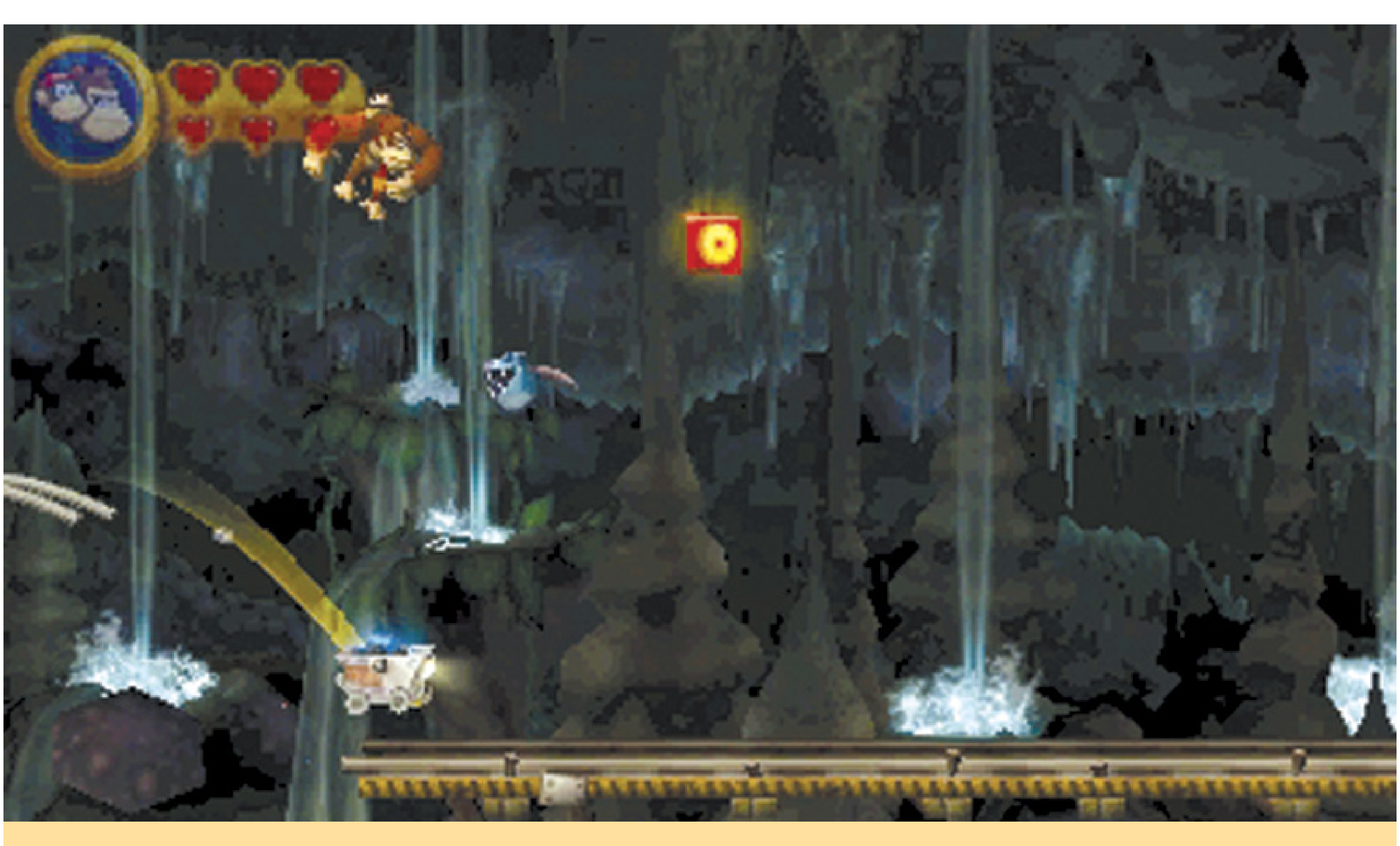
② Make your way through the cave. When you reach some platforms leading up, crash into the rock wall to the far right to open a hidden area with a Puzzle Piece inside.



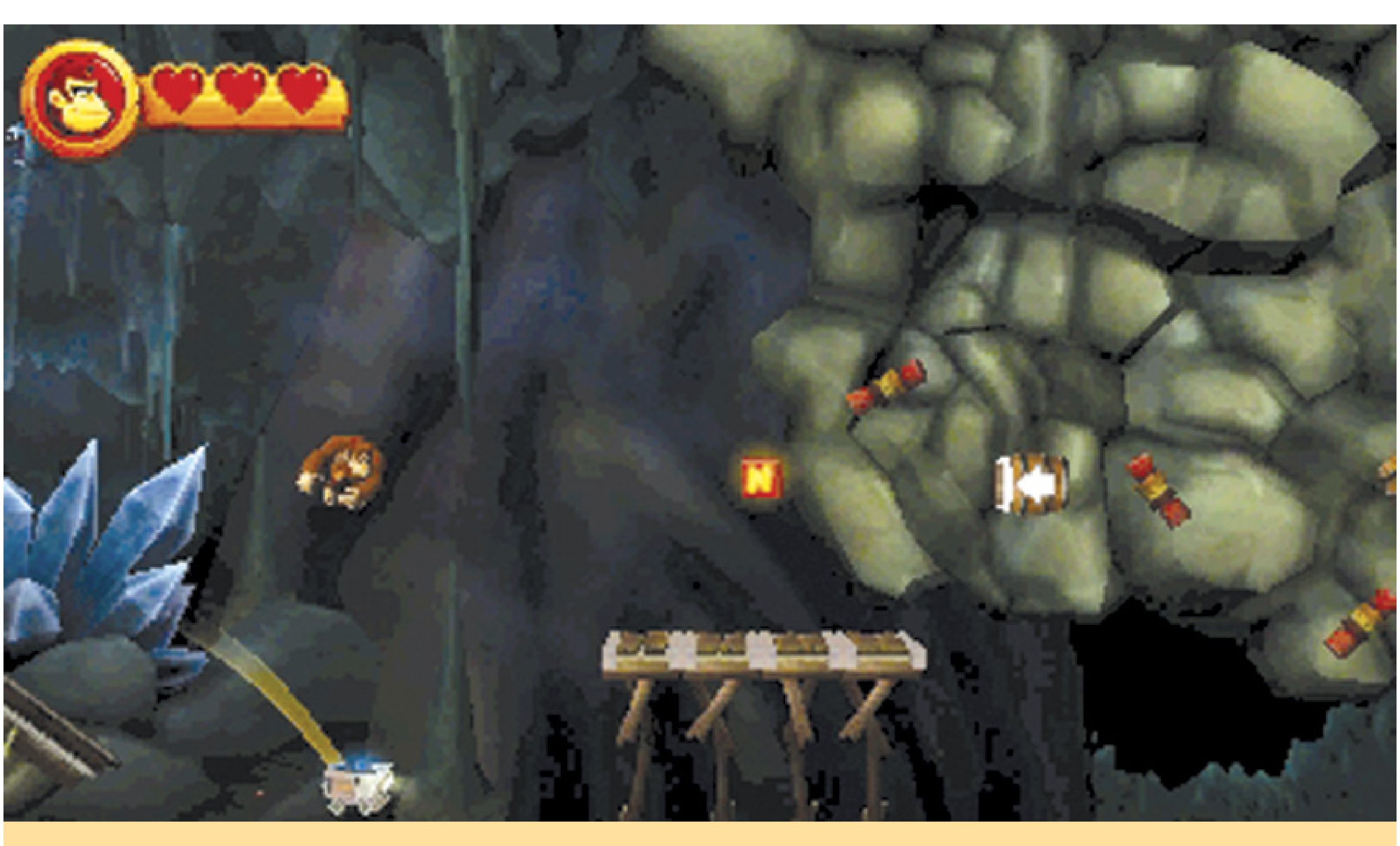
③ K Continue up through the cave and then out to a large area where you are riding on top of a mine cart. At the second set of bananas, jump up to get the K KONG letter while avoiding the Squeeklys.



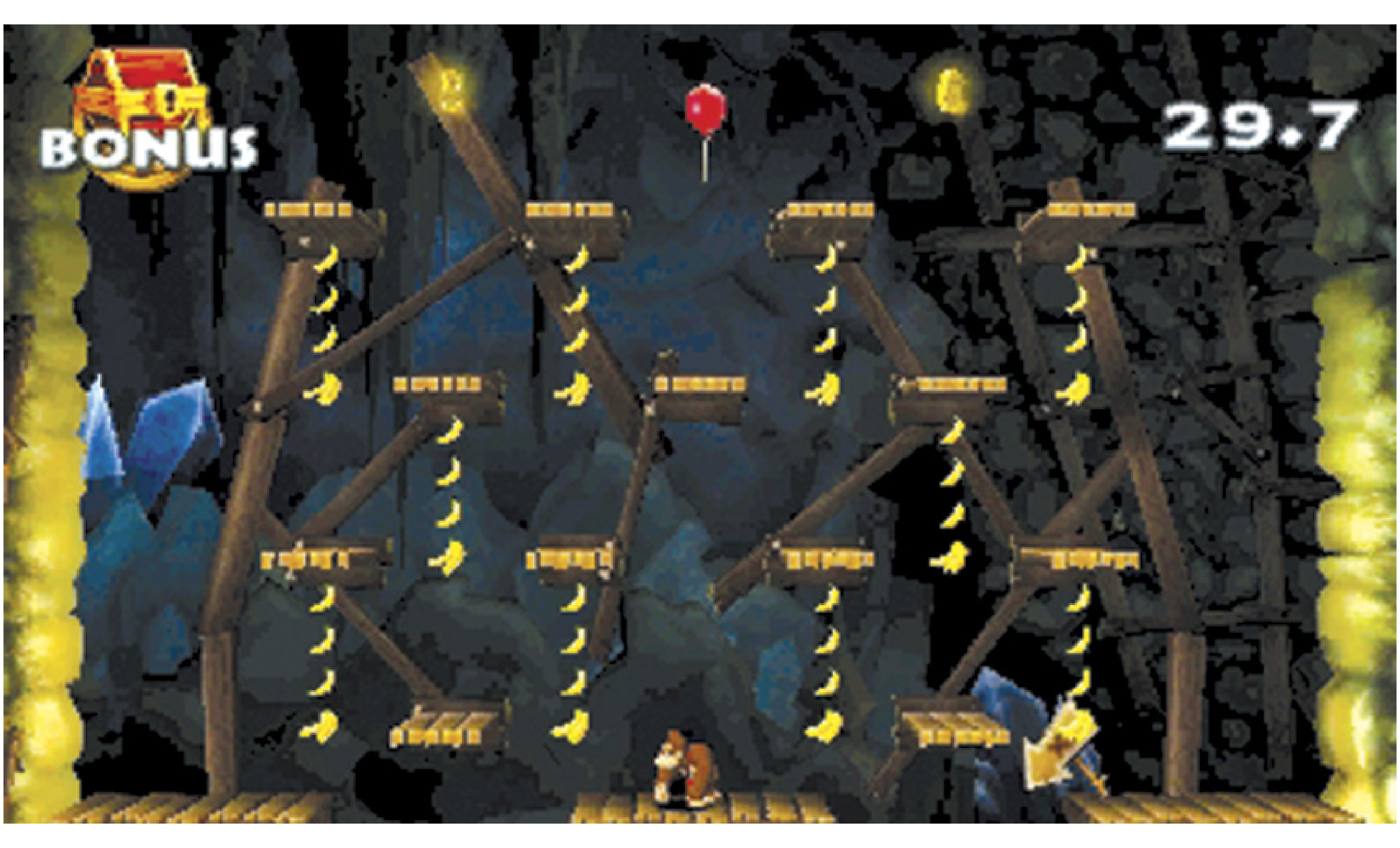
④ Just after the checkpoint, drop down after the wooden platforms drop. Roll left into a small cave, which takes you to a bonus area. Here you must jump on a bouncy platform as it moves left and right and collect coins and bananas in the air. Get them all and you will leave with a Puzzle Piece.



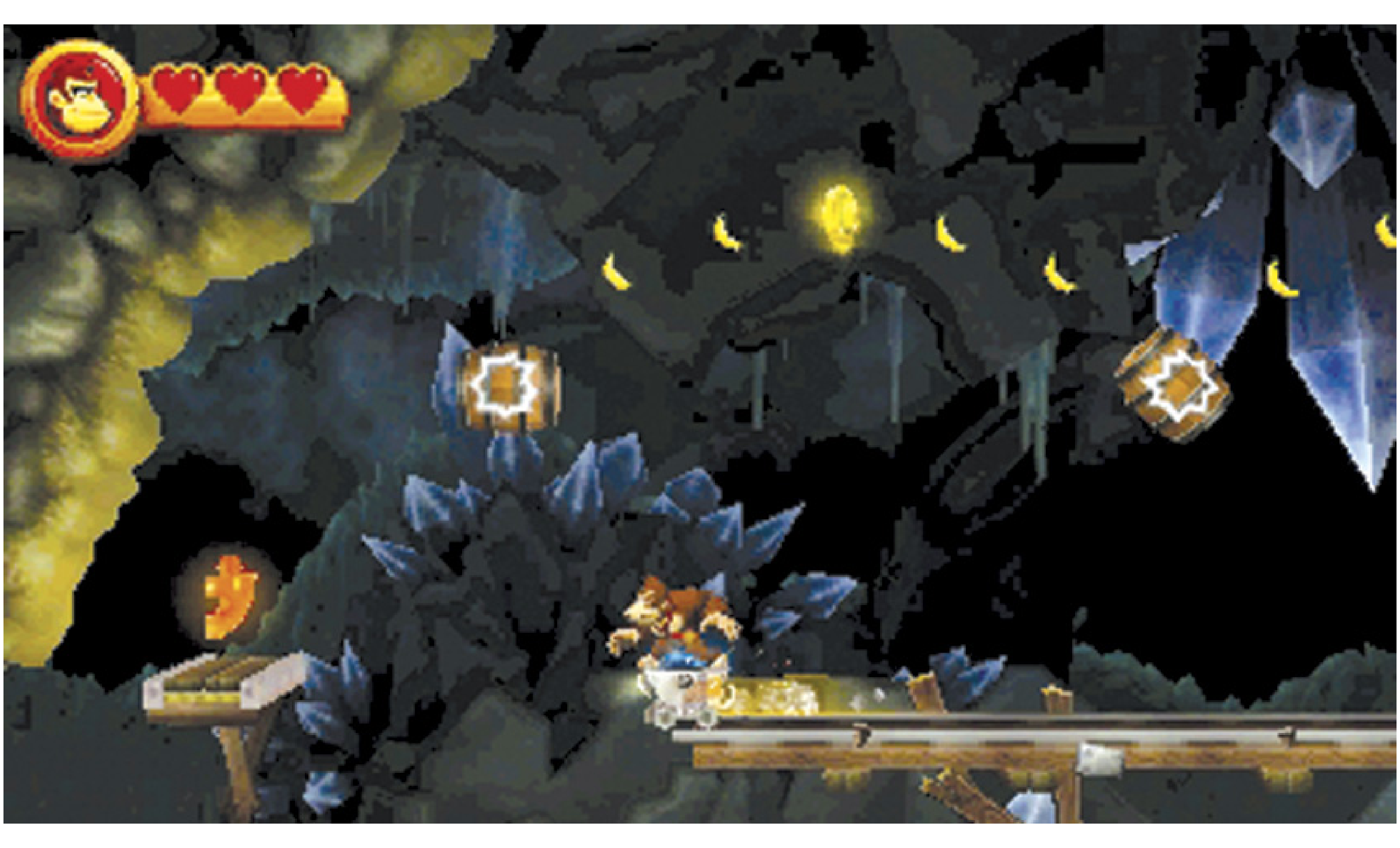
⑤ O After exiting, continue to the right. You will end up on another mine cart. As a crystal falls from the ceiling and breaks the track, jump into the air and grab the O KONG letter. Make sure you land back on the cart again.



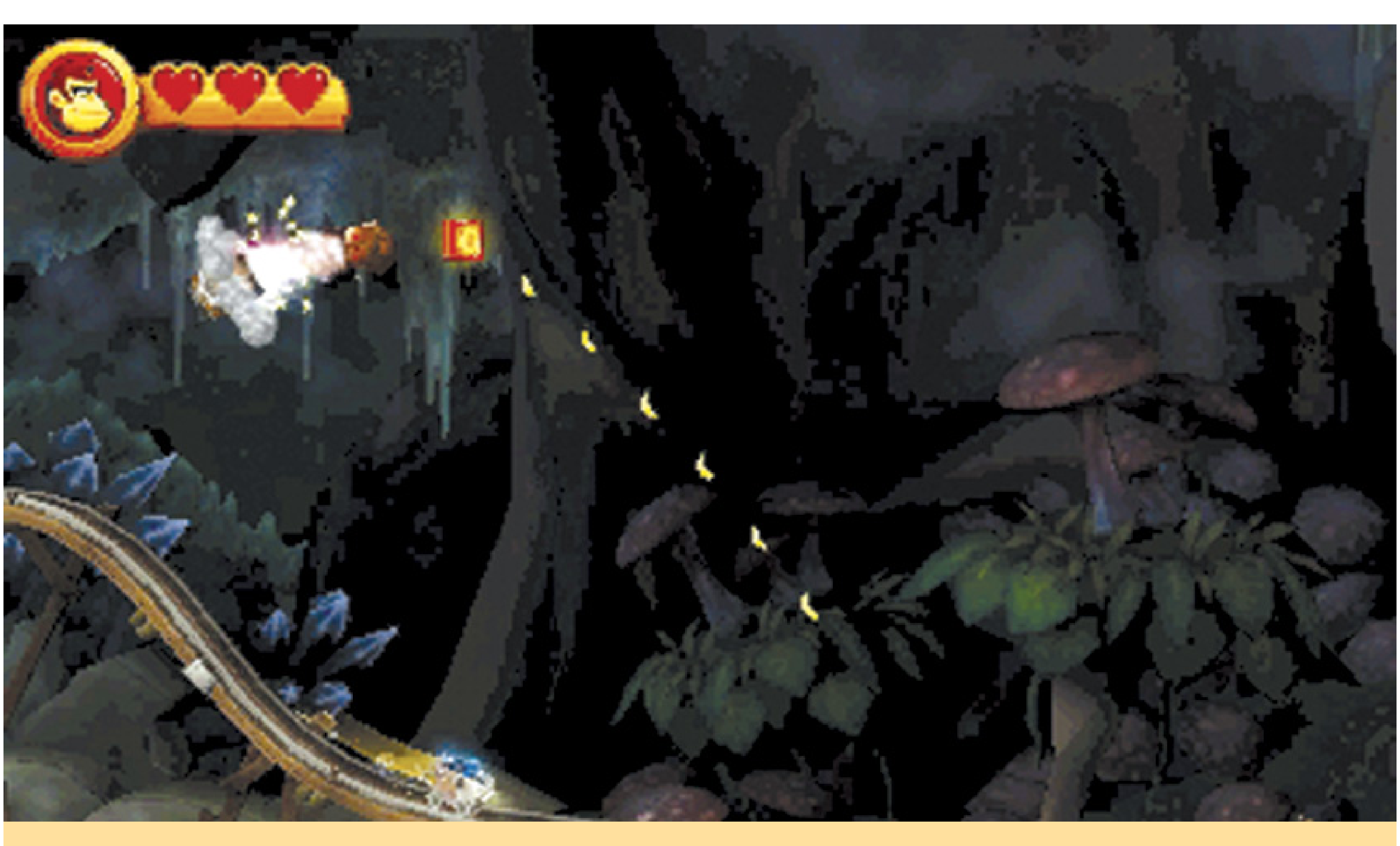
⑥ N As your cart heads down a tilting section of track, be ready to jump at the end and land on a rickety platform. As soon as you touch it, it will start to fall, so quickly jump up to get the N KONG letter and then jump into the nearby barrel to continue.



⑦ You fall through a mine shaft. Jump to the right before a platform falls down, then jump to the left where the platform was and land in a barrel that will shoot you to another bonus area. Here you must jump to small platforms and collect bananas, coins, and a balloon so you can get a Puzzle Piece at the end.



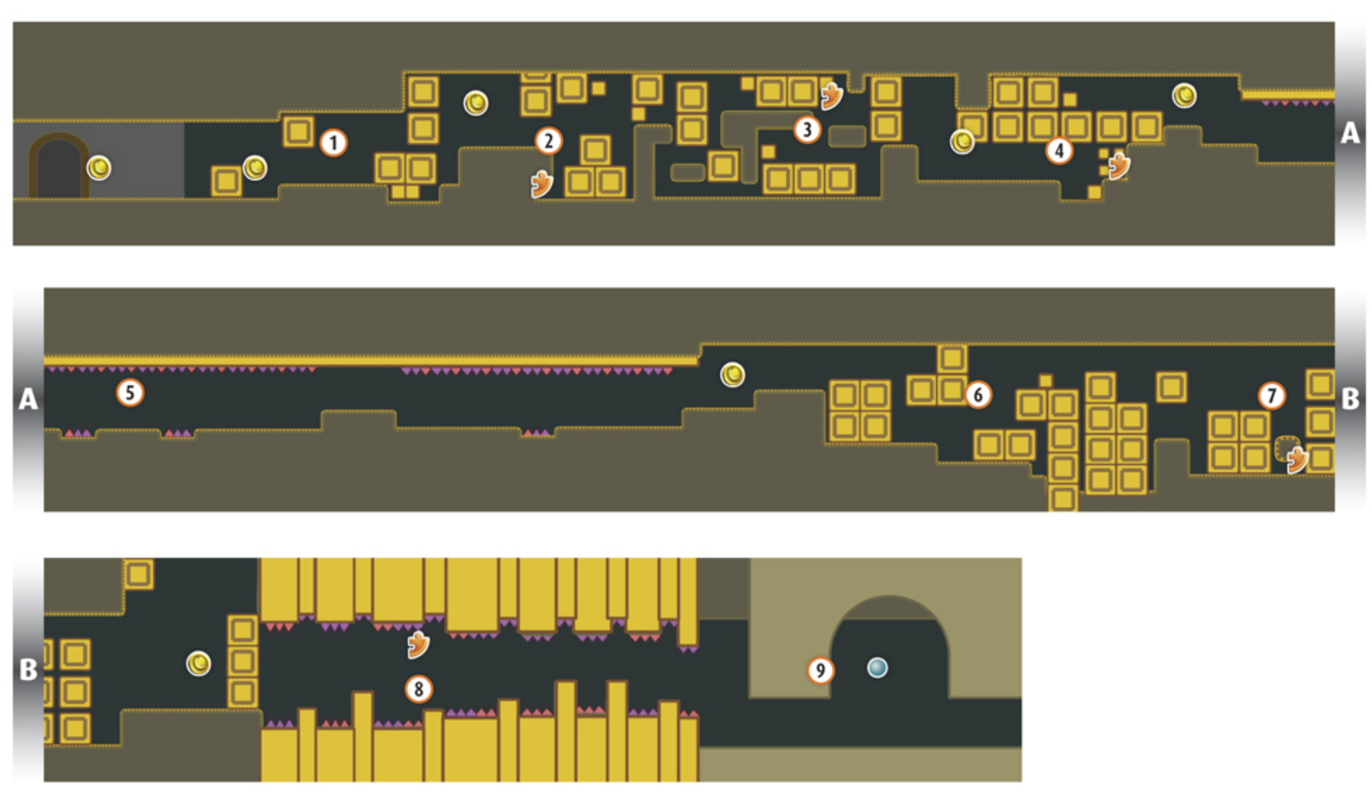
⑧ After exiting the bonus area, get back onto a mine cart. Ride to the right, then jump into a barrel and go back to the left. As you reach the end, wait until the cart starts to fall and then jump across to the platform with a Puzzle Piece. If you jump earlier, you will land in the barrel. After getting the Puzzle Piece, quickly jump into the barrel before the platform falls.

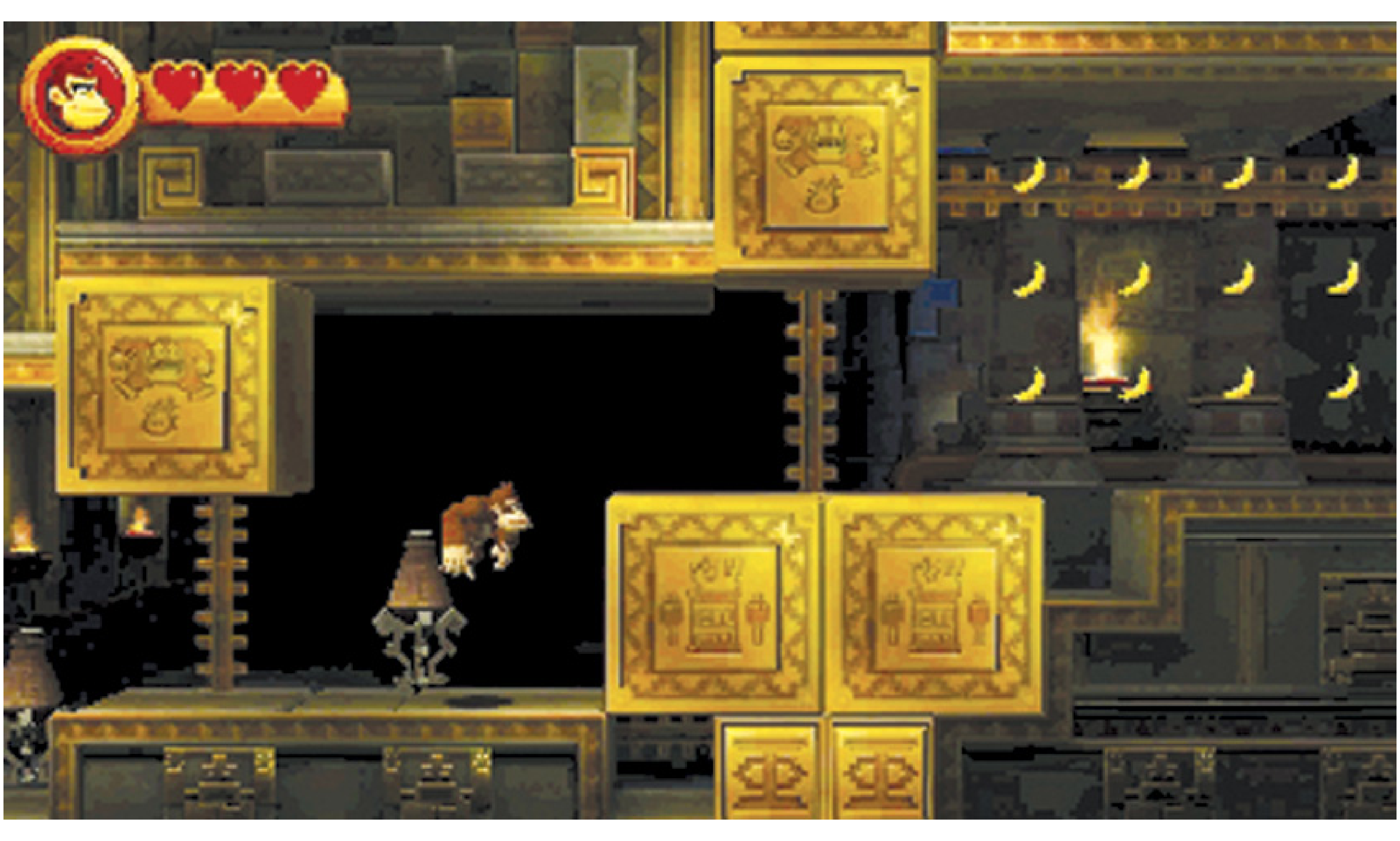


⑨ G After you get back onto a cart, jump into a barrel near the G KONG letter. It will shoot you to the letter. Make sure you land back in the cart. Jump over to the Slot-Machine Barrel and hit it to complete the level.

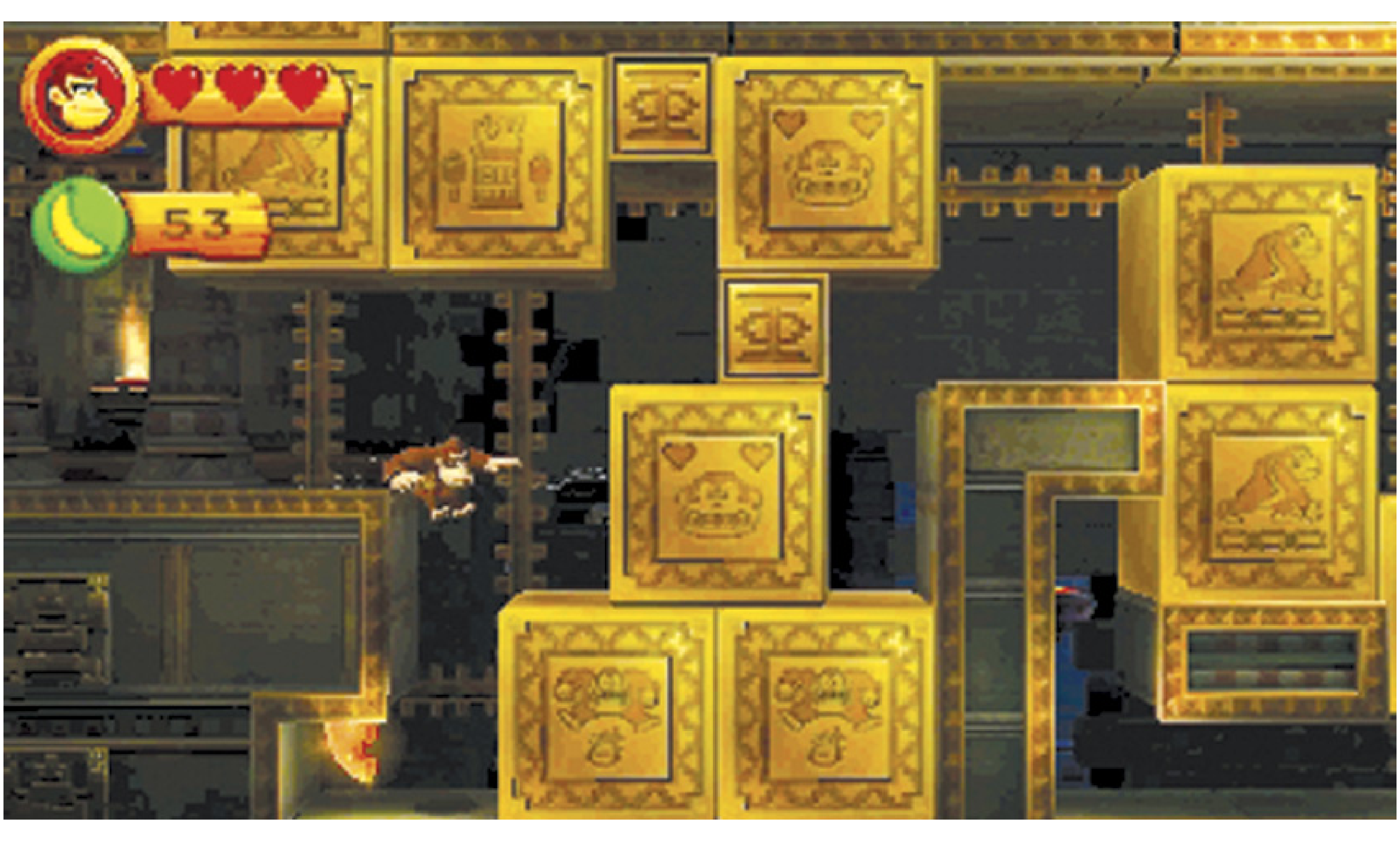
World 3

Shifty Smashers

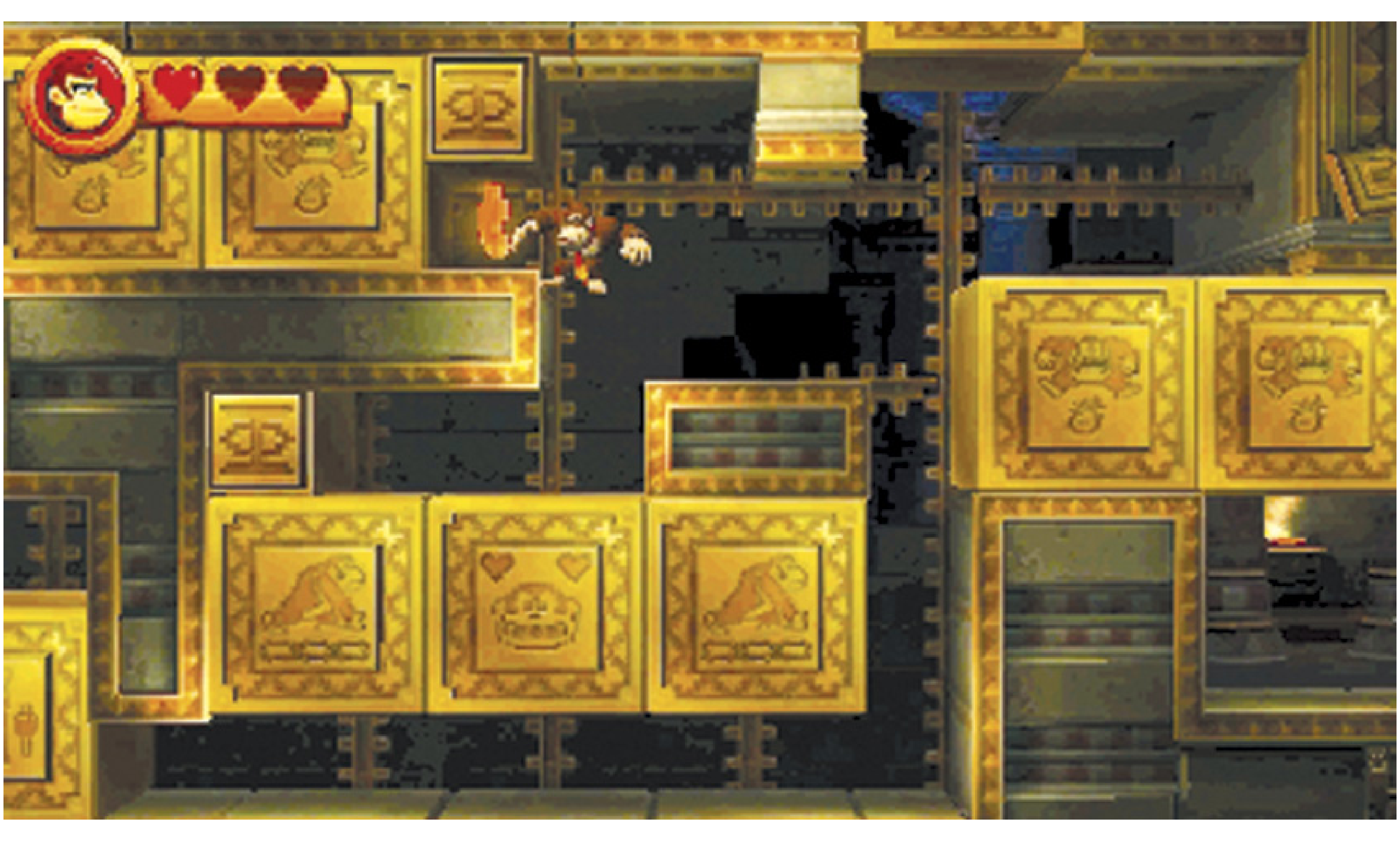




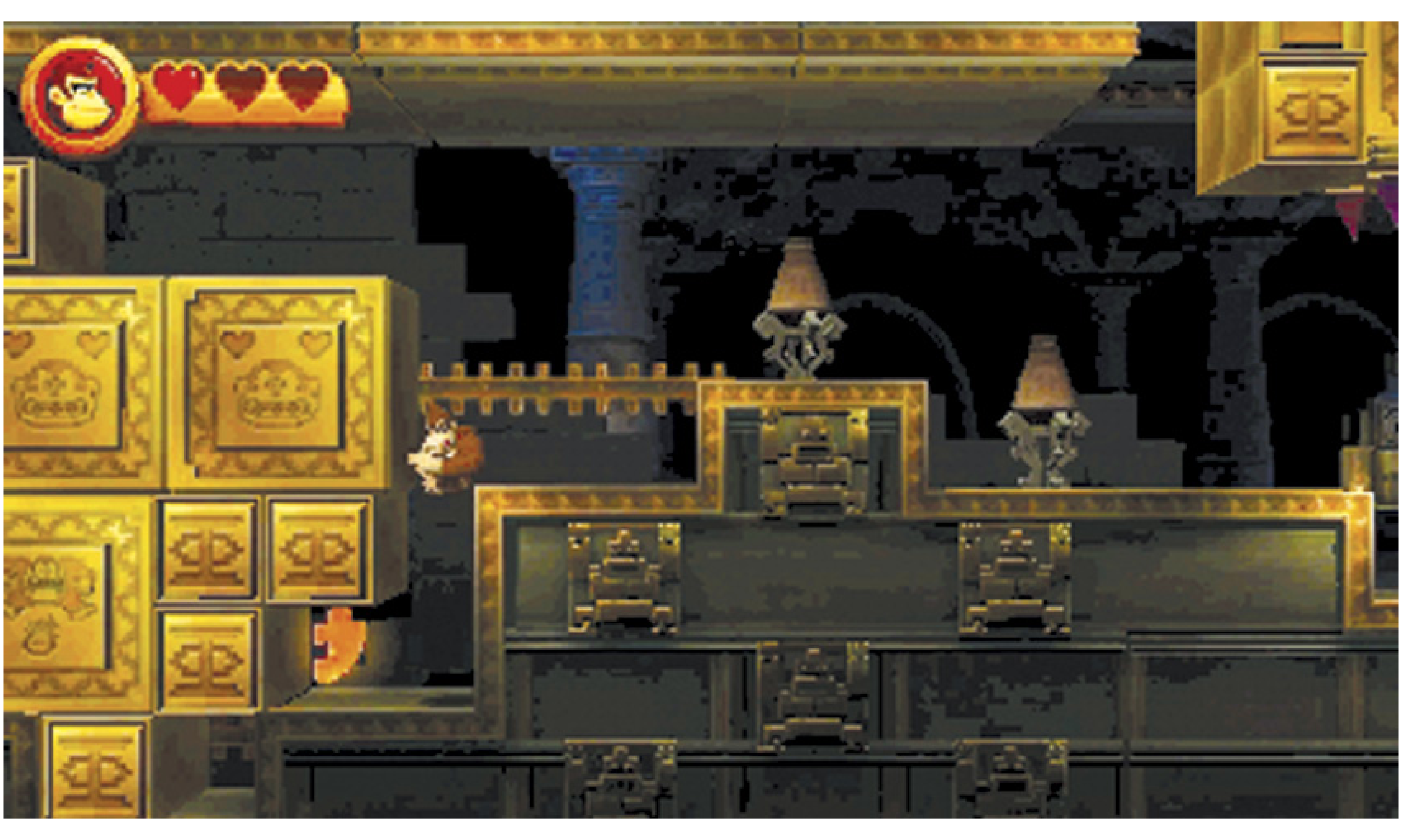
① This level is like a puzzle. You must figure out how to get through a maze of moving blocks. If you make a mistake, you get squashed. Before moving, look for a safe spot and then determine how you will get there. In the early part of this level, you don't have to move too far to get between safe spots. Just remember to plan ahead. There is no reason to rush through this level.



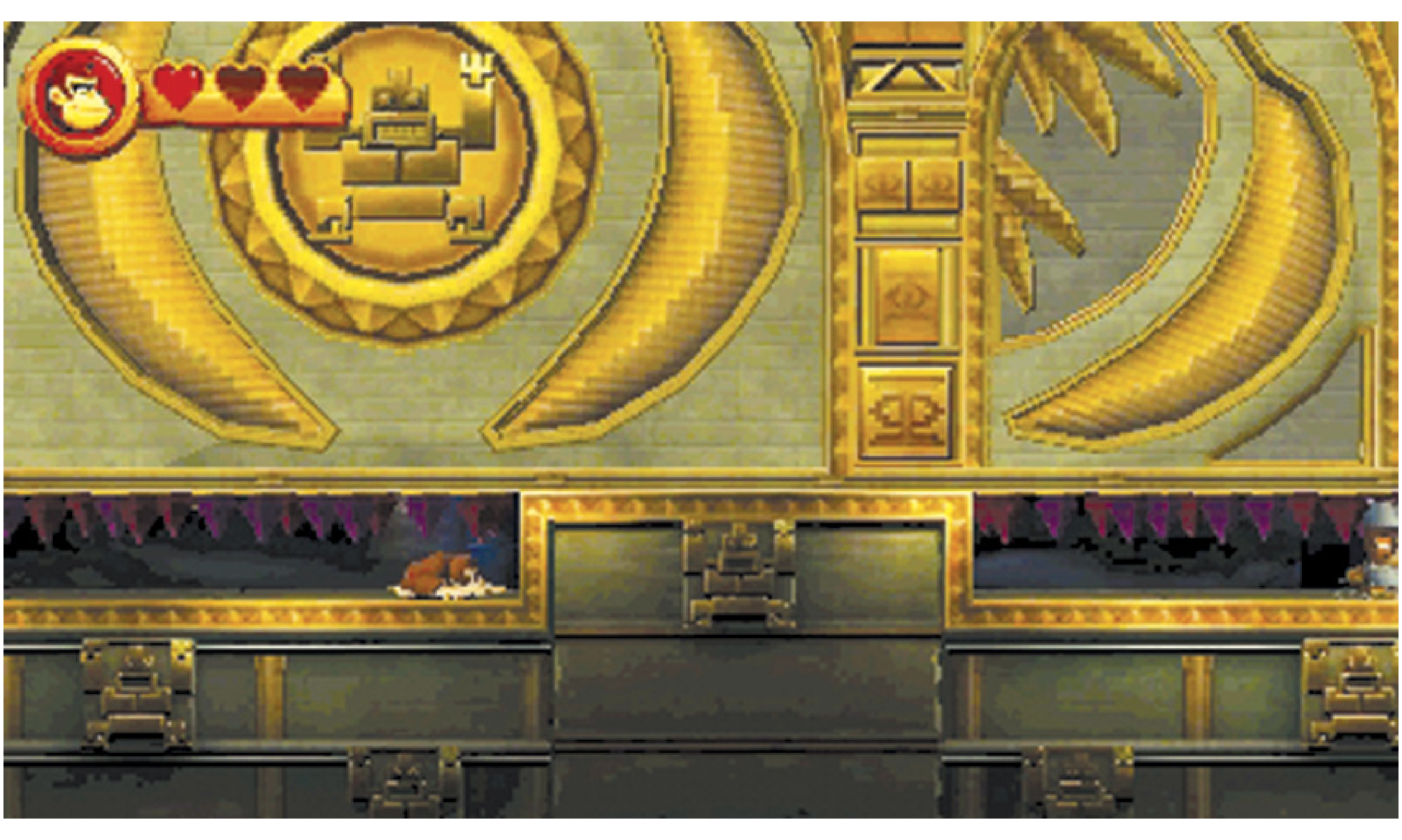
② The first Puzzle Piece is located in a safe spot down low. Wait for the large blocks to slide to the right, and then drop down to get it. Stay in the safe spot as the blocks slide left. As they move away, get up and out.



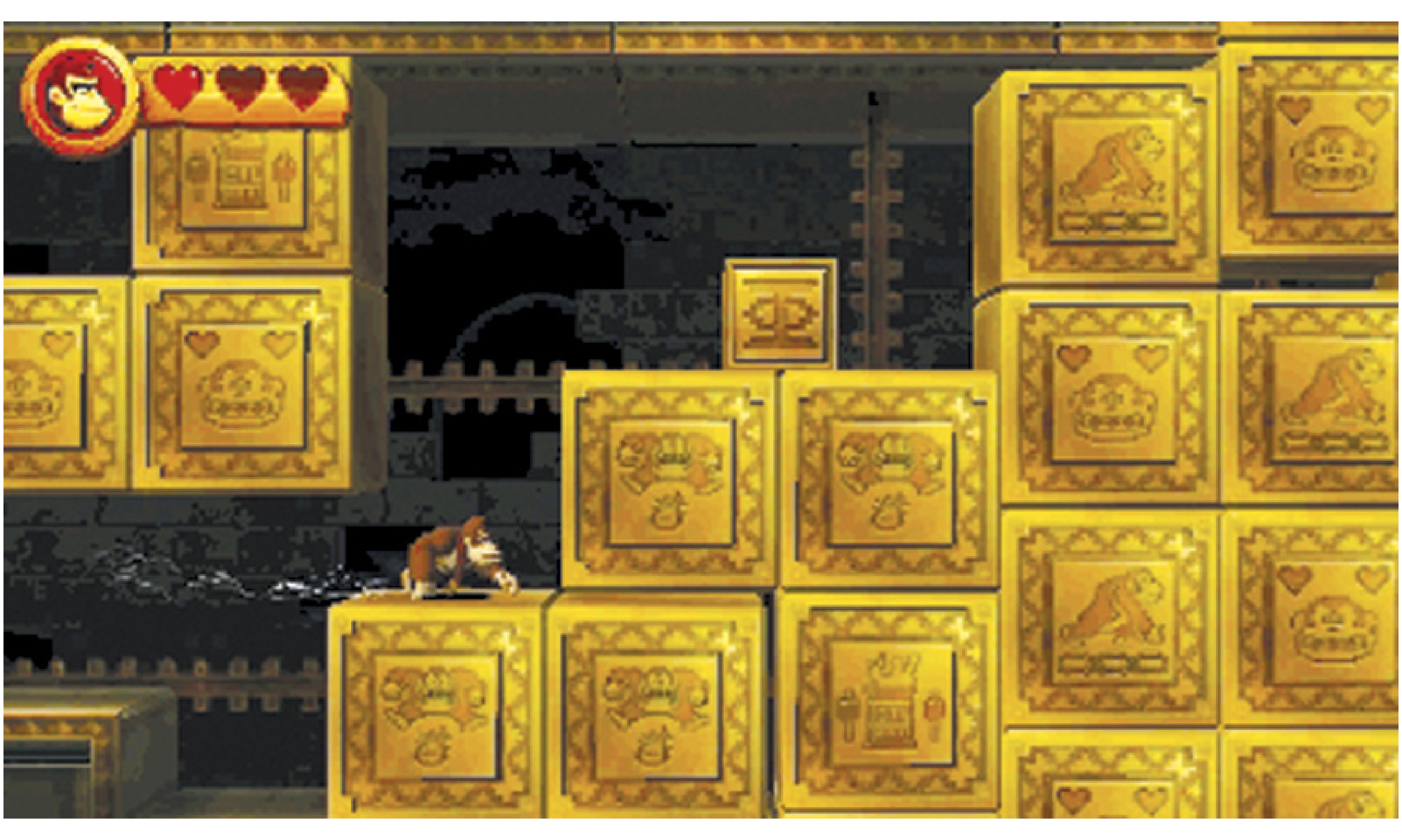
③ Get onto the platform to the right of the second Puzzle Piece, and the blocks will slide the Puzzle Piece right to you. Do not jump up for it early or you may get caught between a block and the wall.



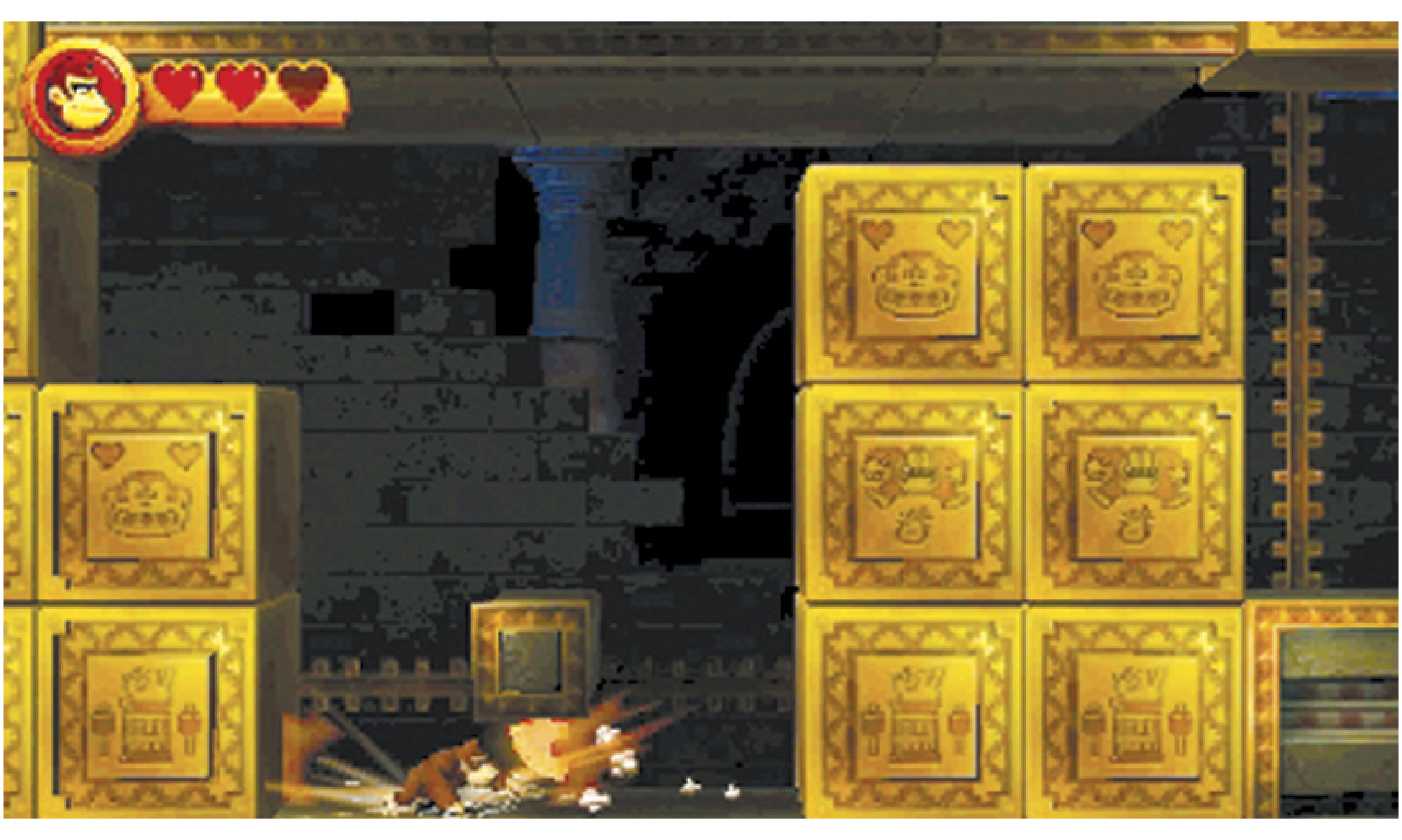
④ This Puzzle Piece can be a bit tricky to grab, since you have to drop down a couple steps to retrieve it. Stand by the container up and to the right from the Puzzle Piece. As the blocks slide left, drop down to the Puzzle Piece and stay there in this safe spot. Once the blocks slide away, quickly get out of there.



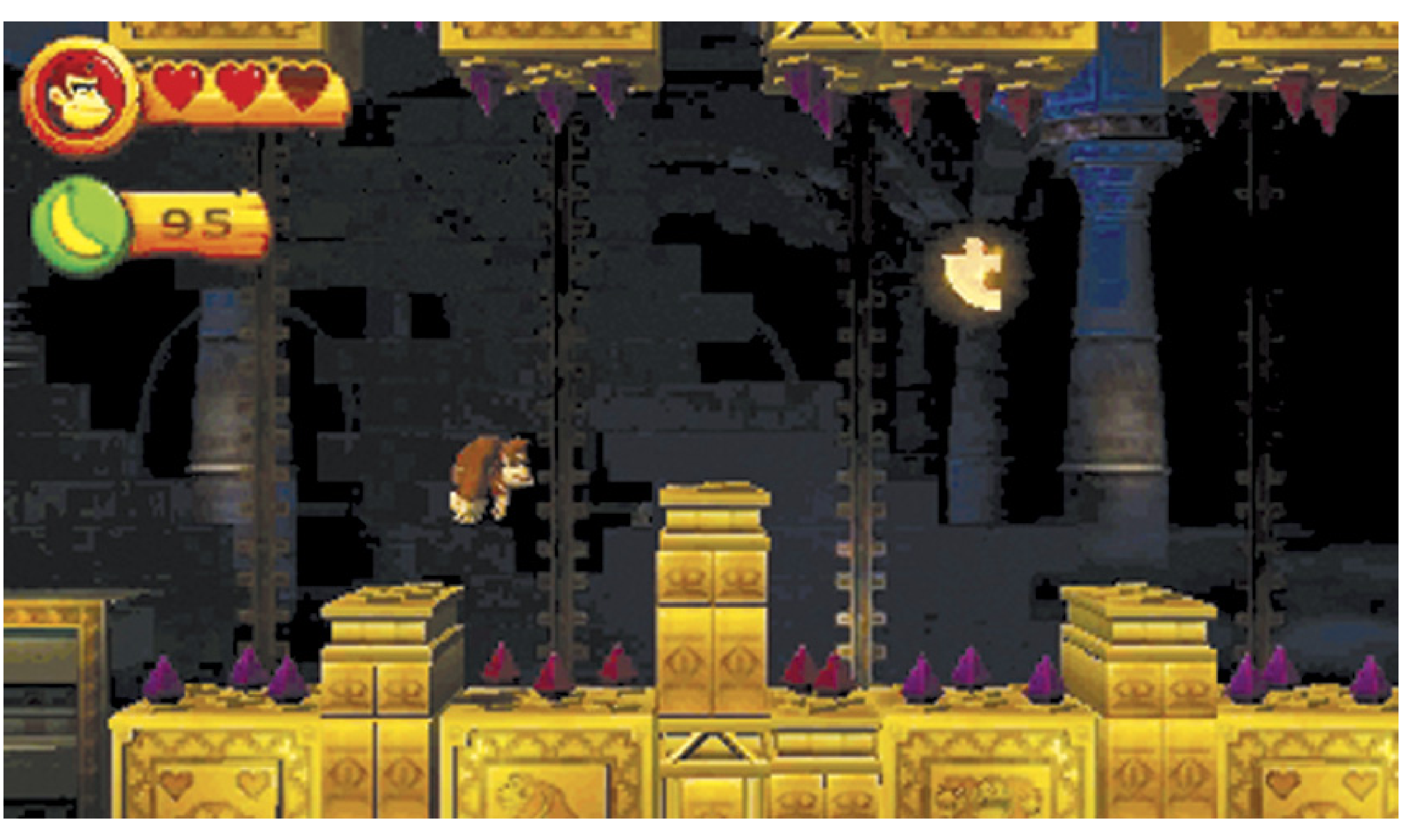
⑤ You now have to cross a long area where the spiked ceiling drops down on you. Crouch down so you don't get hurt. Jump over the high spot in the middle—being careful to not get caught there when the ceiling comes down—and then cross the second half. This time you must watch out for Tiki Tanks. The spikes don't affect them, so they can still move while you have to crouch down. If one is headed toward you as the ceiling is dropping, pound the ground near it to stun it.



⑥ The second section of moving blocks is more challenging than the first. You have to make higher jumps, and the safe spots often require you to move in order to stay out of harm's way.

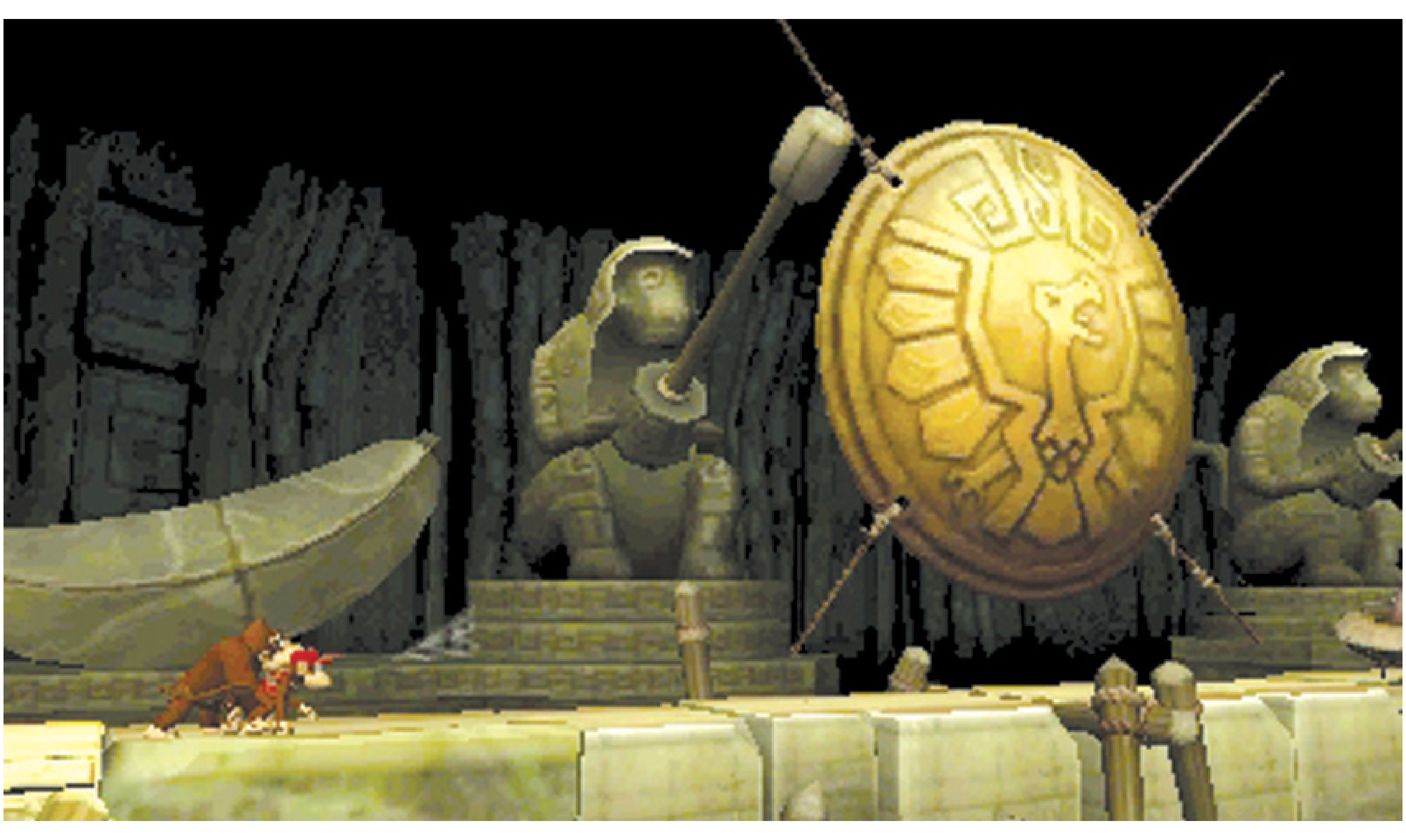


⑦ This Puzzle Piece is located beneath a small block. The space on top of and below this block is safe. Wait until the blocks move away and then drop down to get the Puzzle Piece. To continue, get on top of the small block and jump left and then right. If you fall, get to a safe spot quickly.

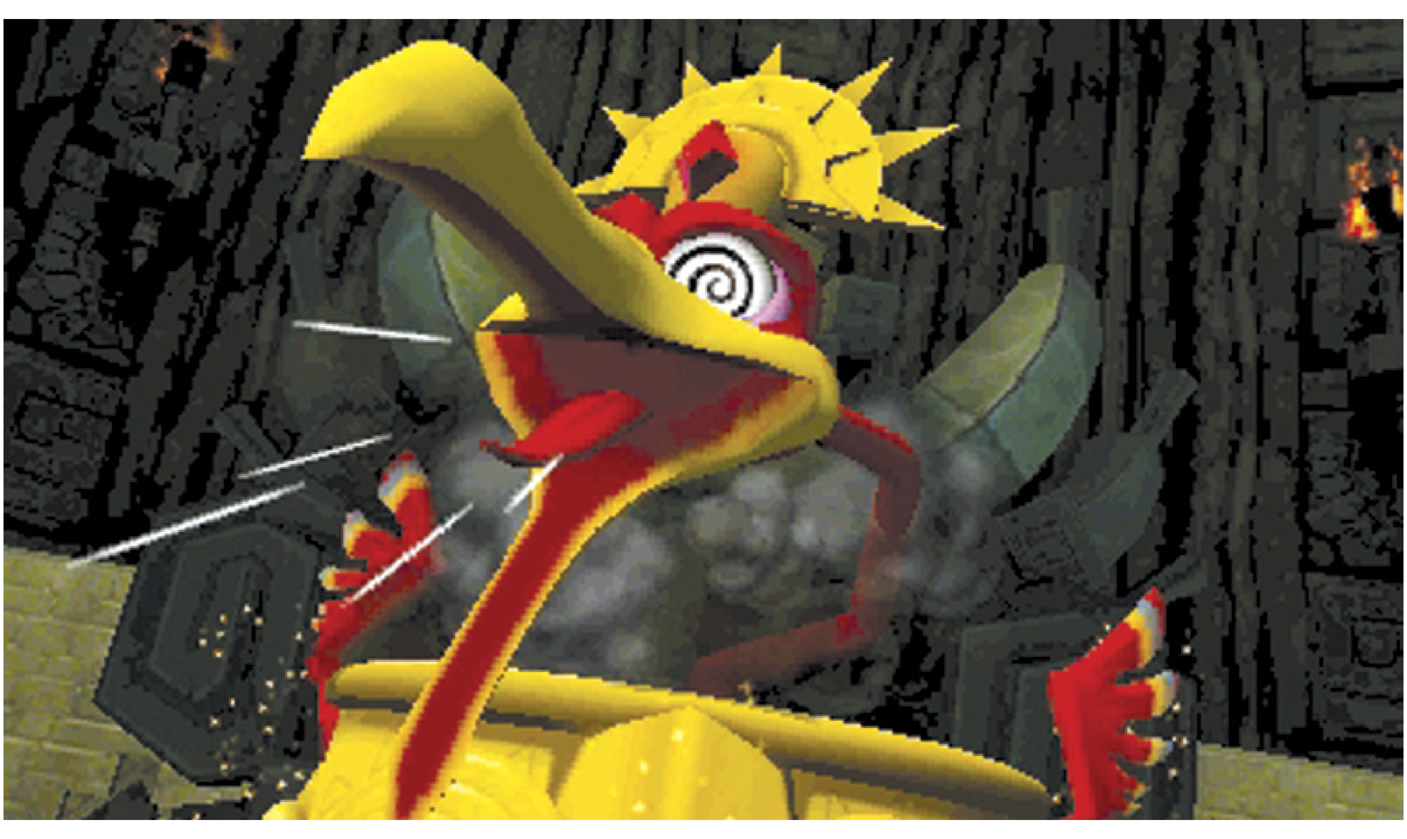


⑧ The last Puzzle Piece is located in the only part of the level where you can't take your time and plan. You must jump across small platforms as quickly as you can while a spiked ceiling descends on you. Grab the Puzzle Piece as you rush through this area.

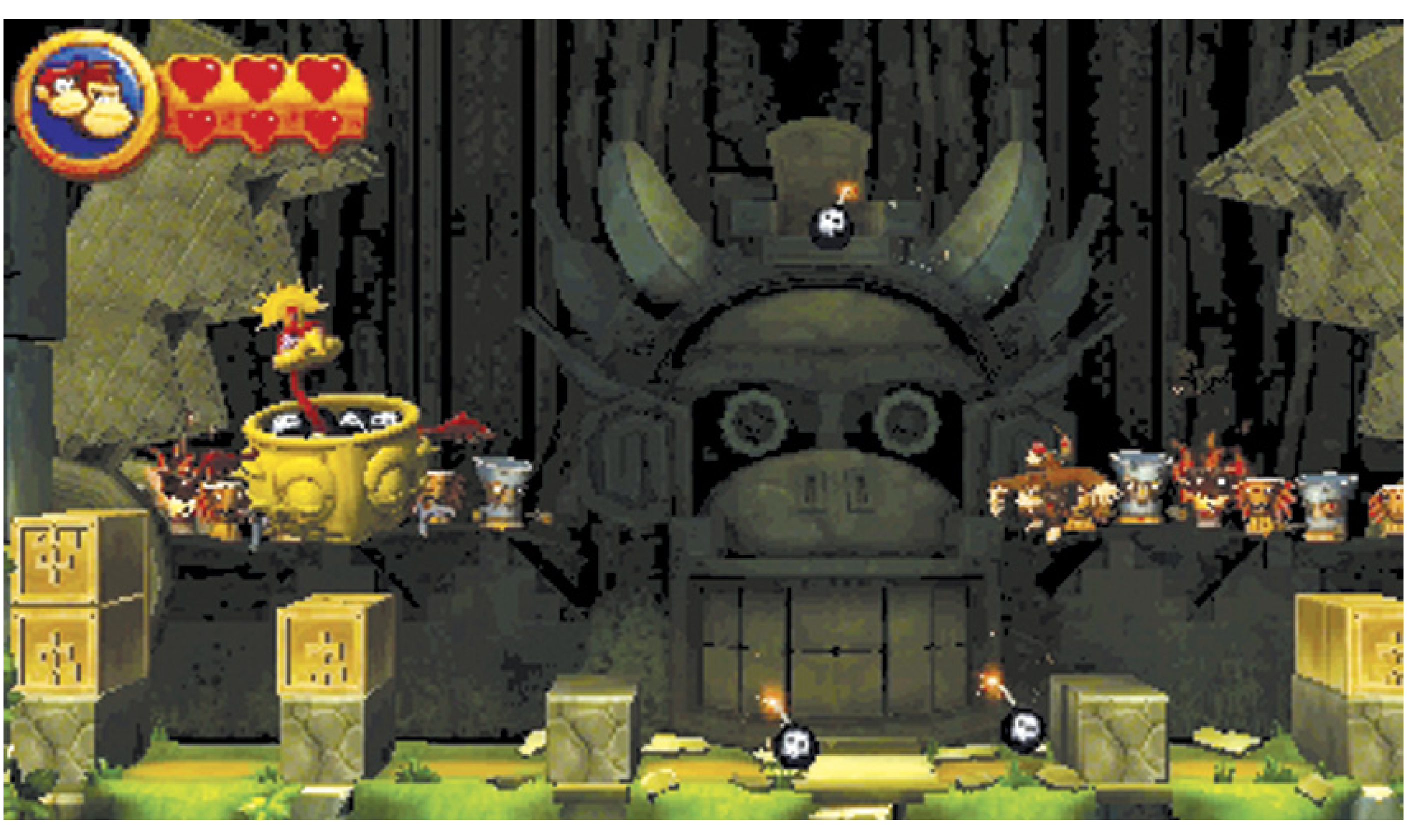
⑨ Once you reach the end, collect another org for your hard work.



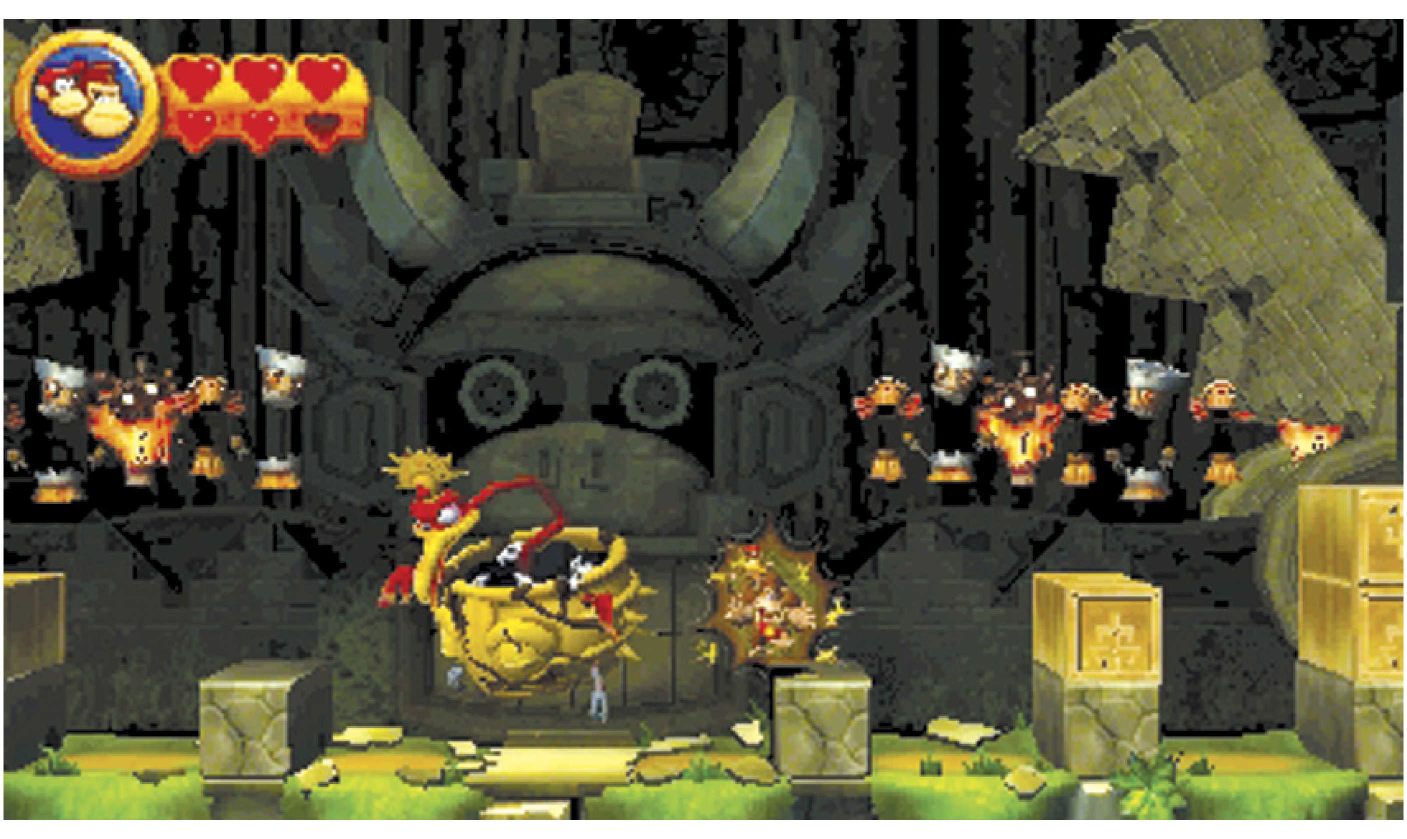
As Donkey Kong and Diddy Kong arrive at the end of the ruins, they come across a giant egg.



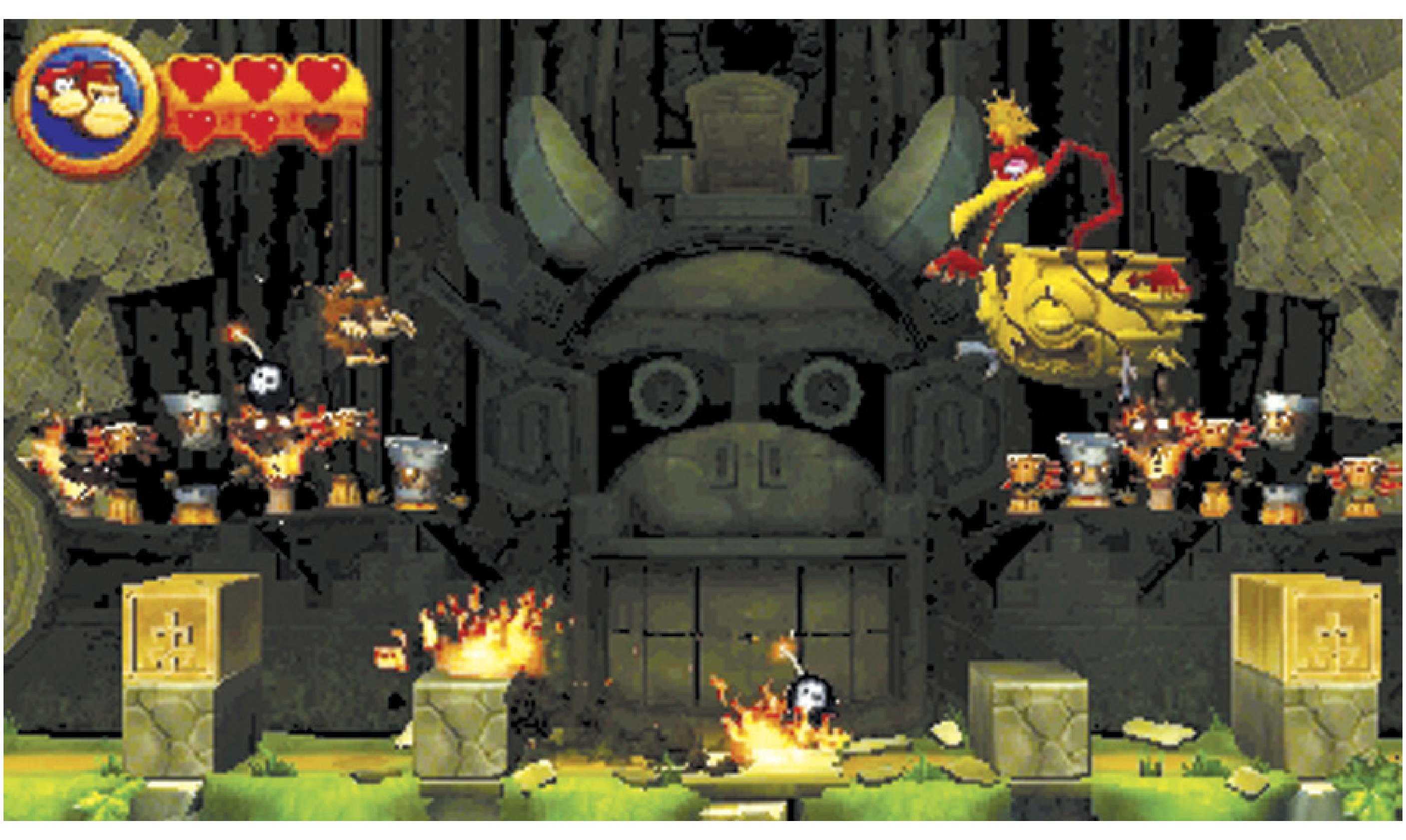
A Tiki drops the egg into a large cauldron and then moves in and possesses it. This boss, attached to the cauldron filled with bombs, is called Stu. Donkey Kong and Diddy Kong have their work cut out for them.



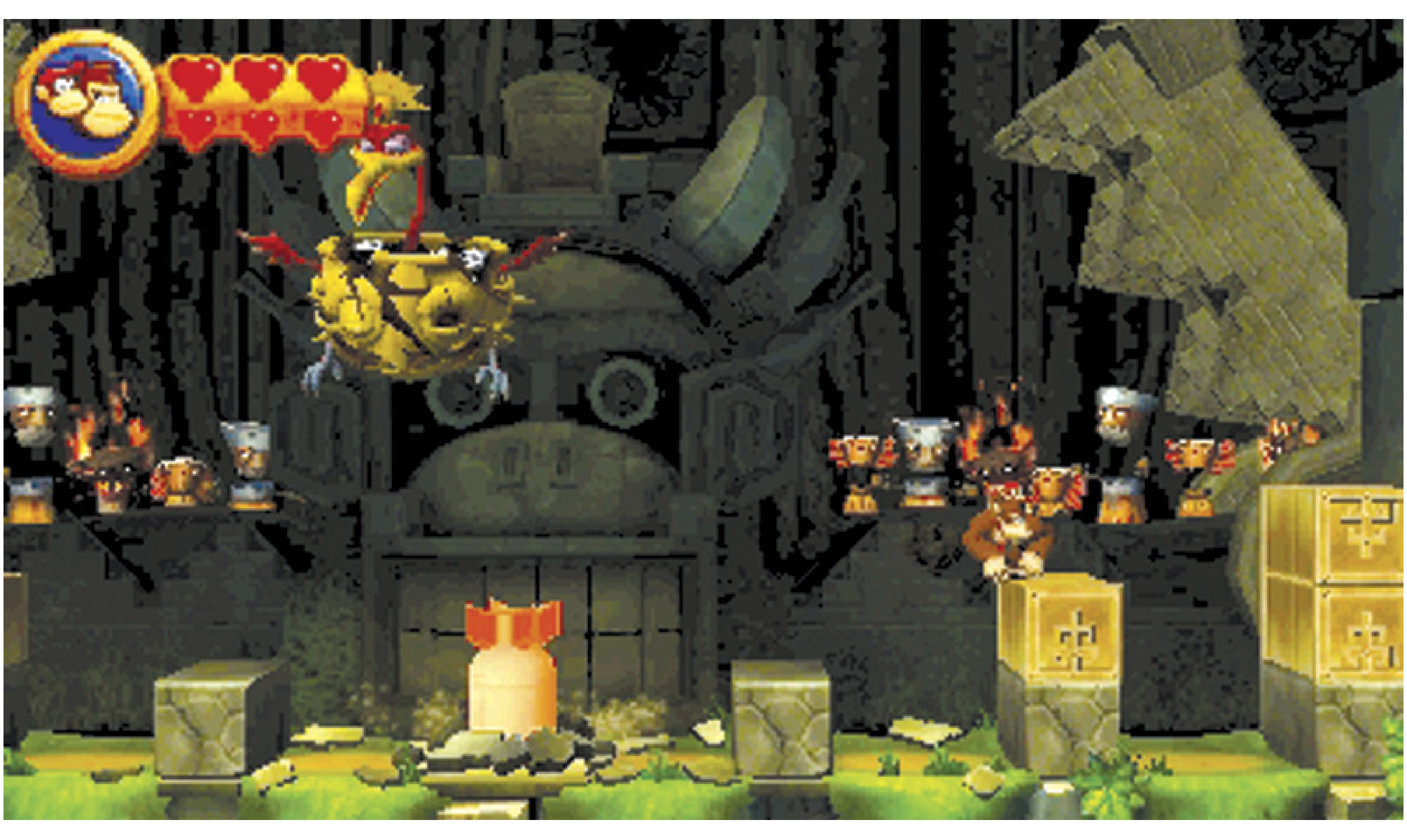
Stu flies around dropping bombs. The bombs will turn orange a few seconds before they explode, so you have a warning. Pick up the bombs and throw them at the bird to try and knock the Tiki out.



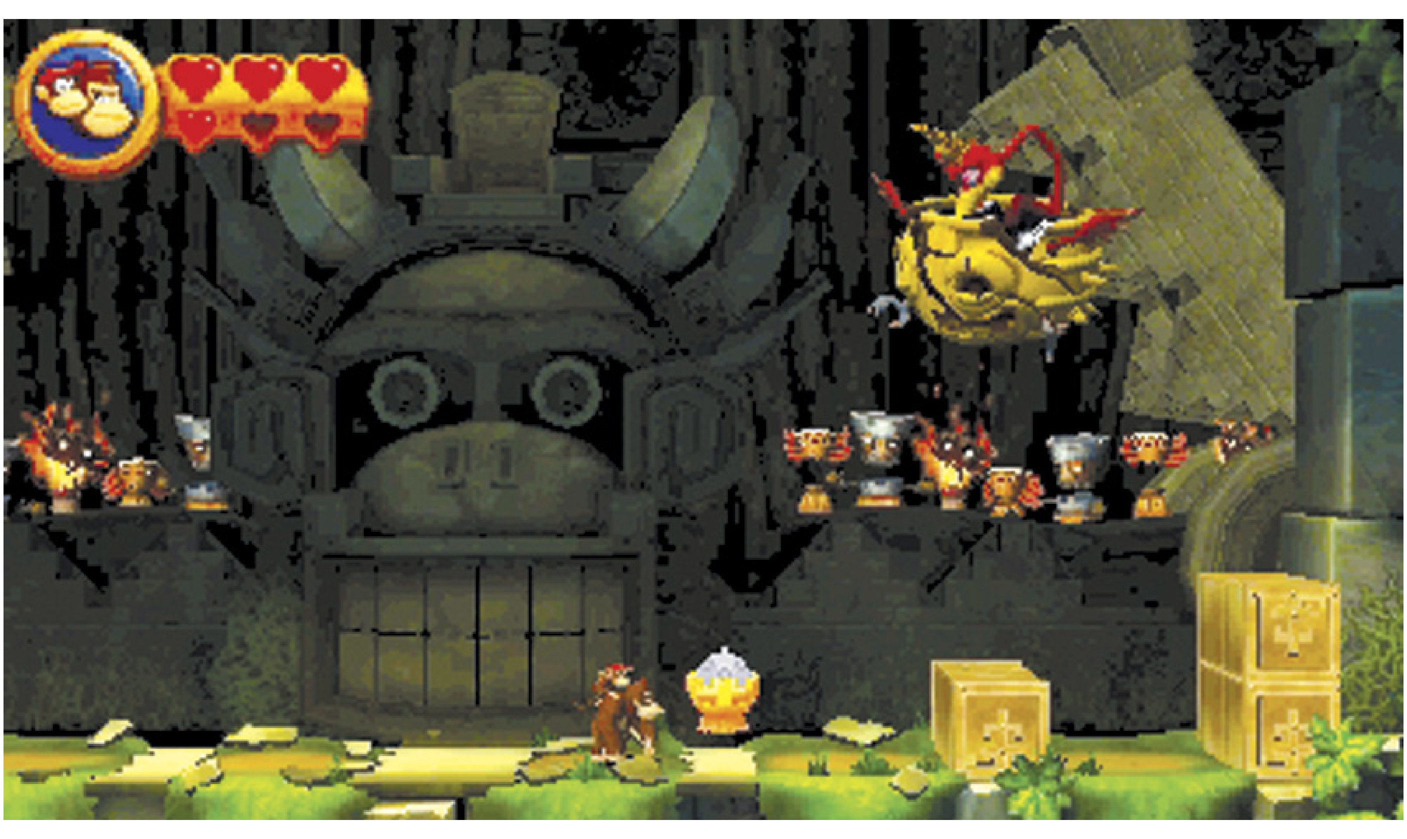
After dropping bombs, Stu will dive down to try and hit you. Duck down or hide between blocks for protection. Then pick up more bombs and keep throwing them at the bird.



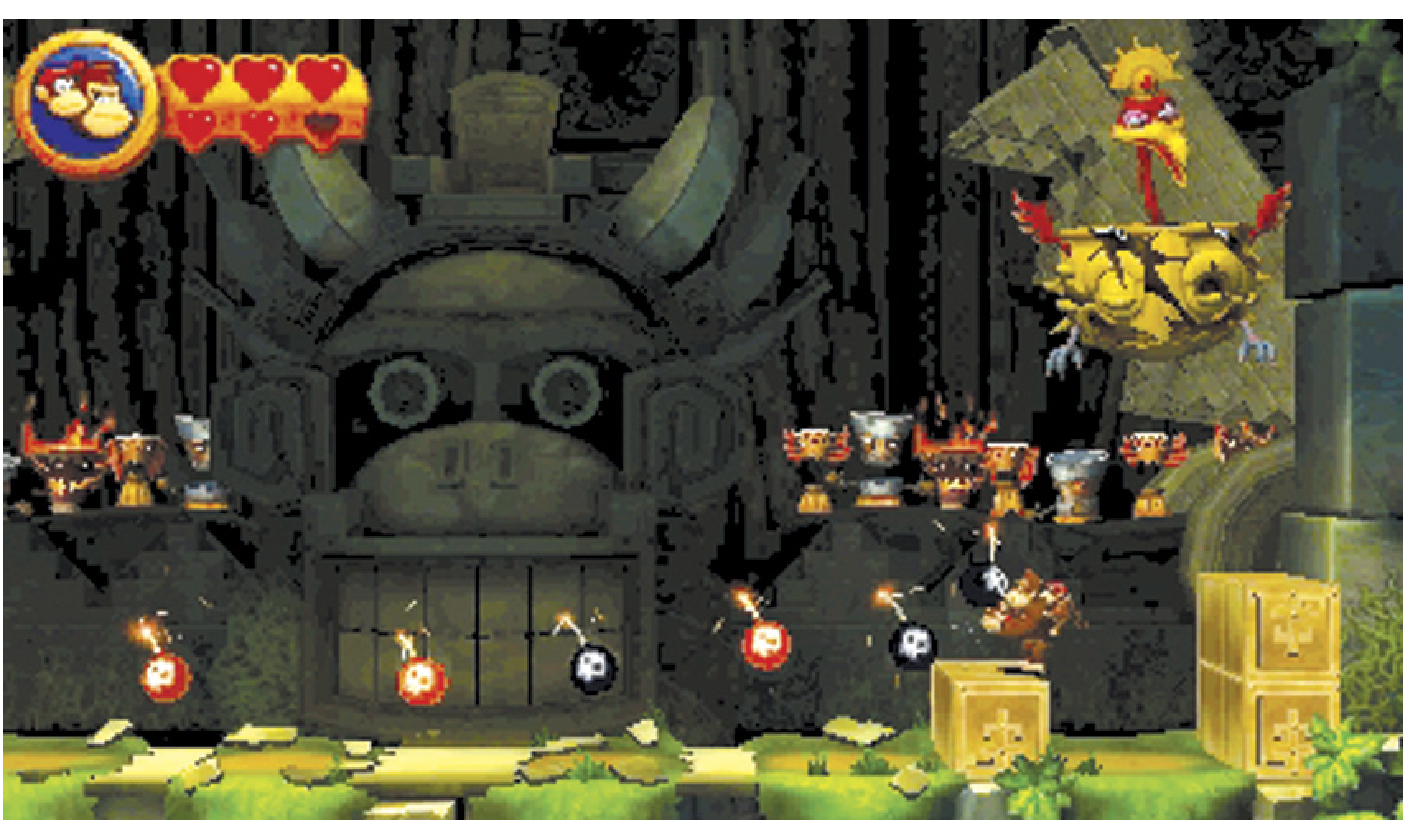
Watch out for bombs that have a flame on them. You can throw them at Stu, but when they detonate on the ground, they send out a moving flame that travels across the ground and climbs right over the blocks. Jump over it to avoid losing a heart.



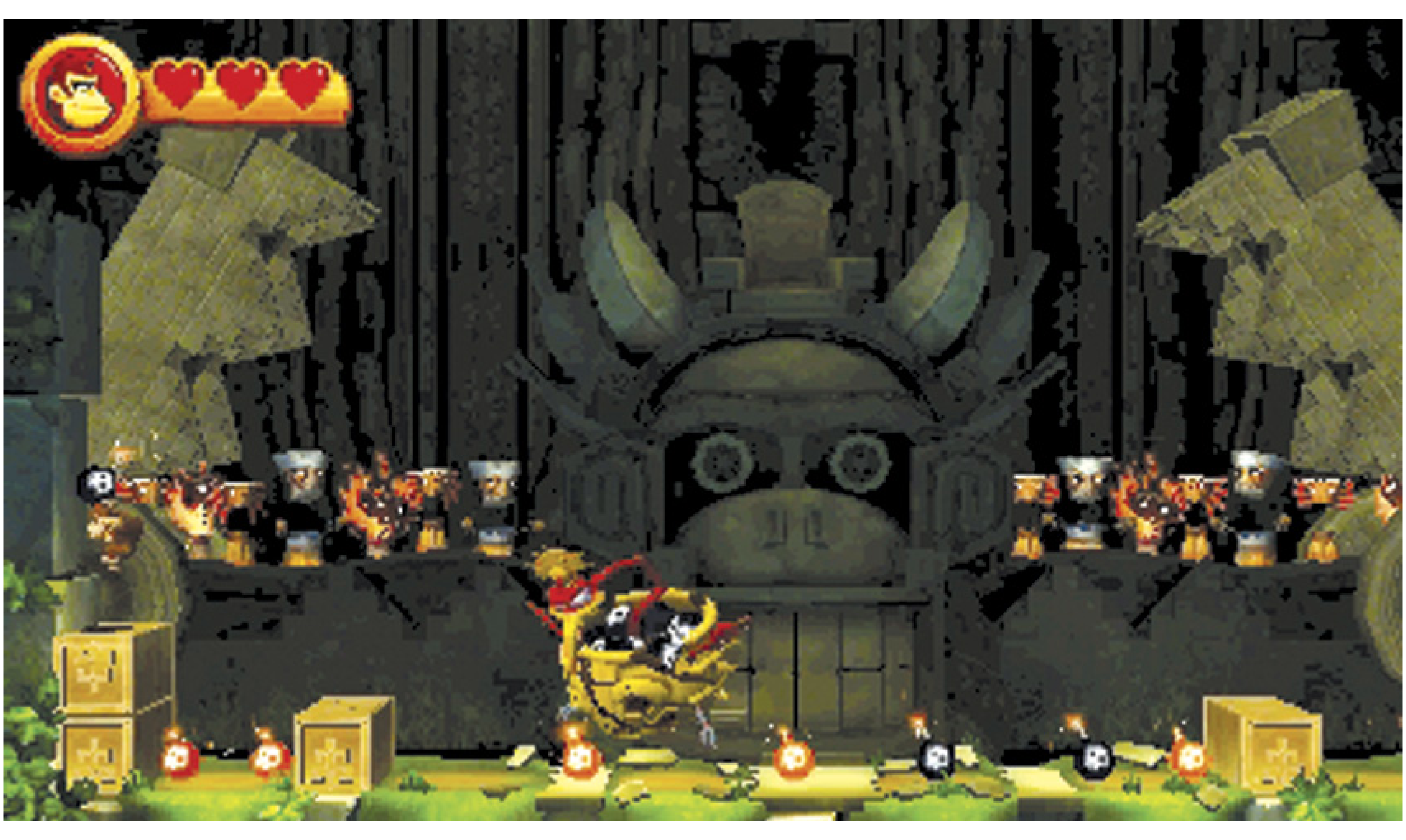
Stu also drops giant bombs. When you see one headed toward the ground, jump onto one of the golden blocks. When this bomb explodes, it sends out a shock wave that destroys the gray stone blocks and hurts you if it touches you.



Stu can also hurt you with the Tiki Booms. These will follow you around the arena for several seconds and then explode. Even if you jump over them, they will change direction and come after you. Just stay away from them while also avoiding Stu as it dives down on you.



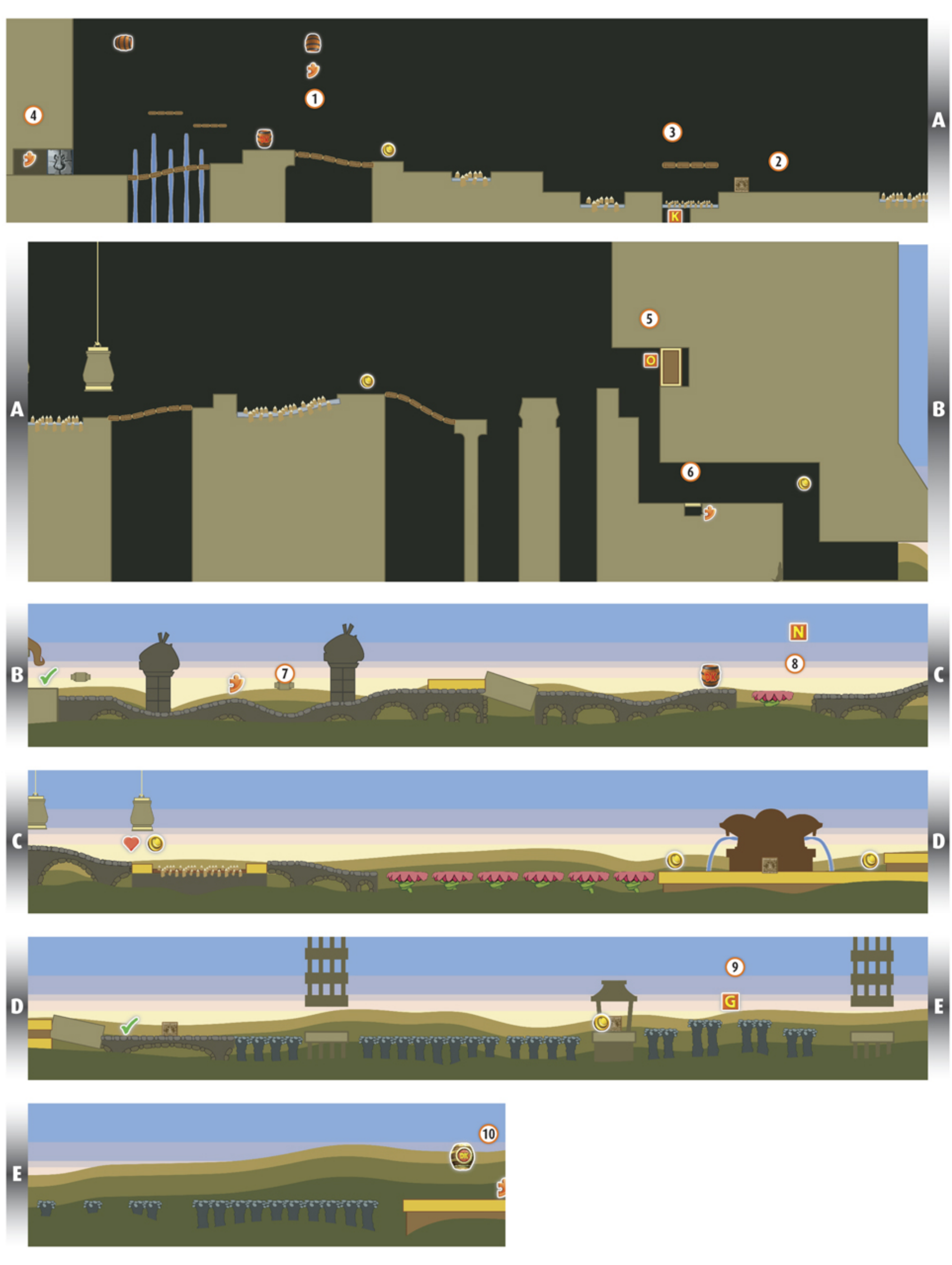
As the fight continues, Stu will drop a row of bombs across the area and then dive down as you try to avoid them. When this happens, get in between a couple gold blocks and throw out any bombs here. That will keep you safe.

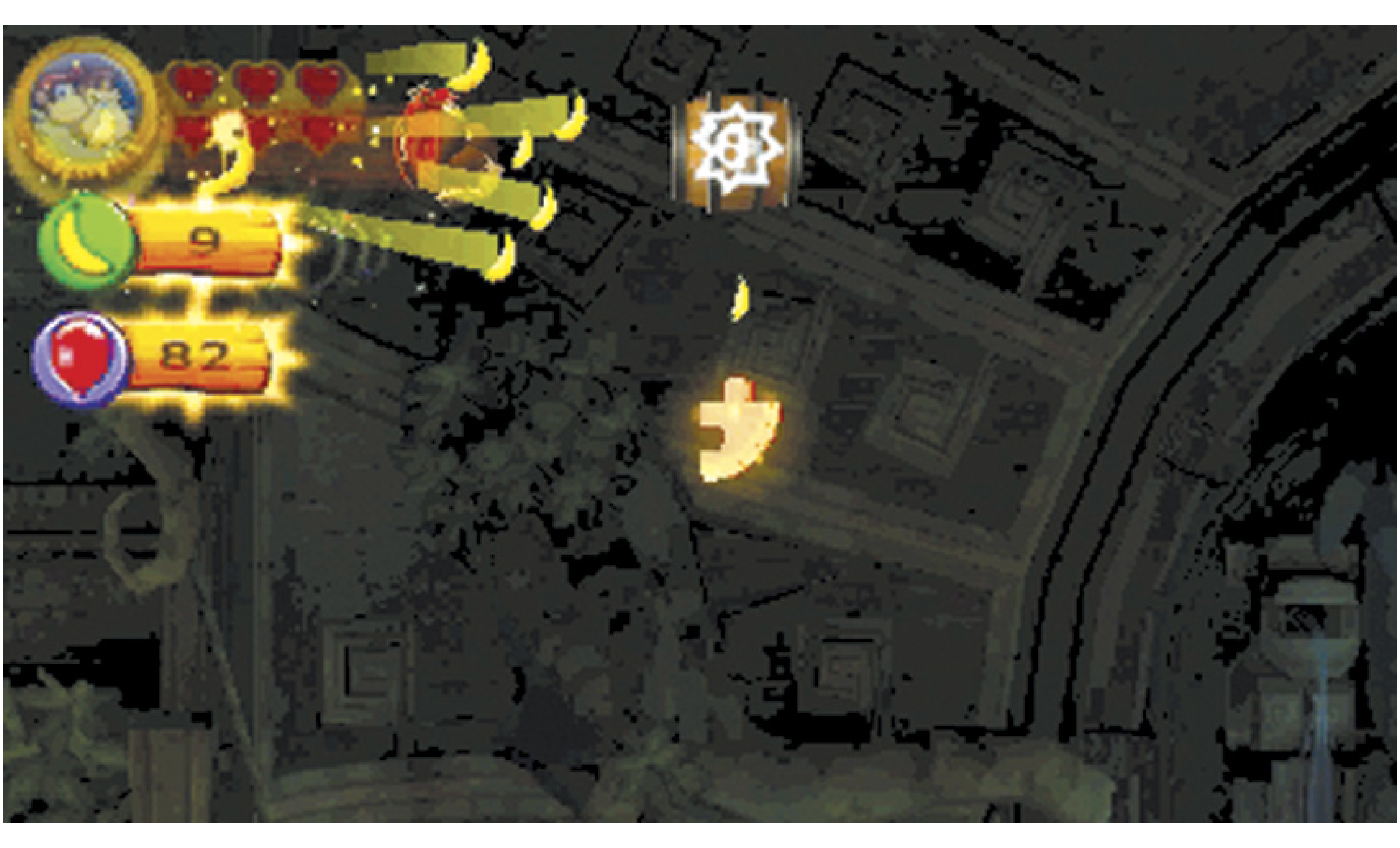


Keep picking up and throwing bombs at Stu. You need to get six hits to defeat this boss. Once you knock the Tiki out, run up and start hitting it to complete this level and advance to the next world.

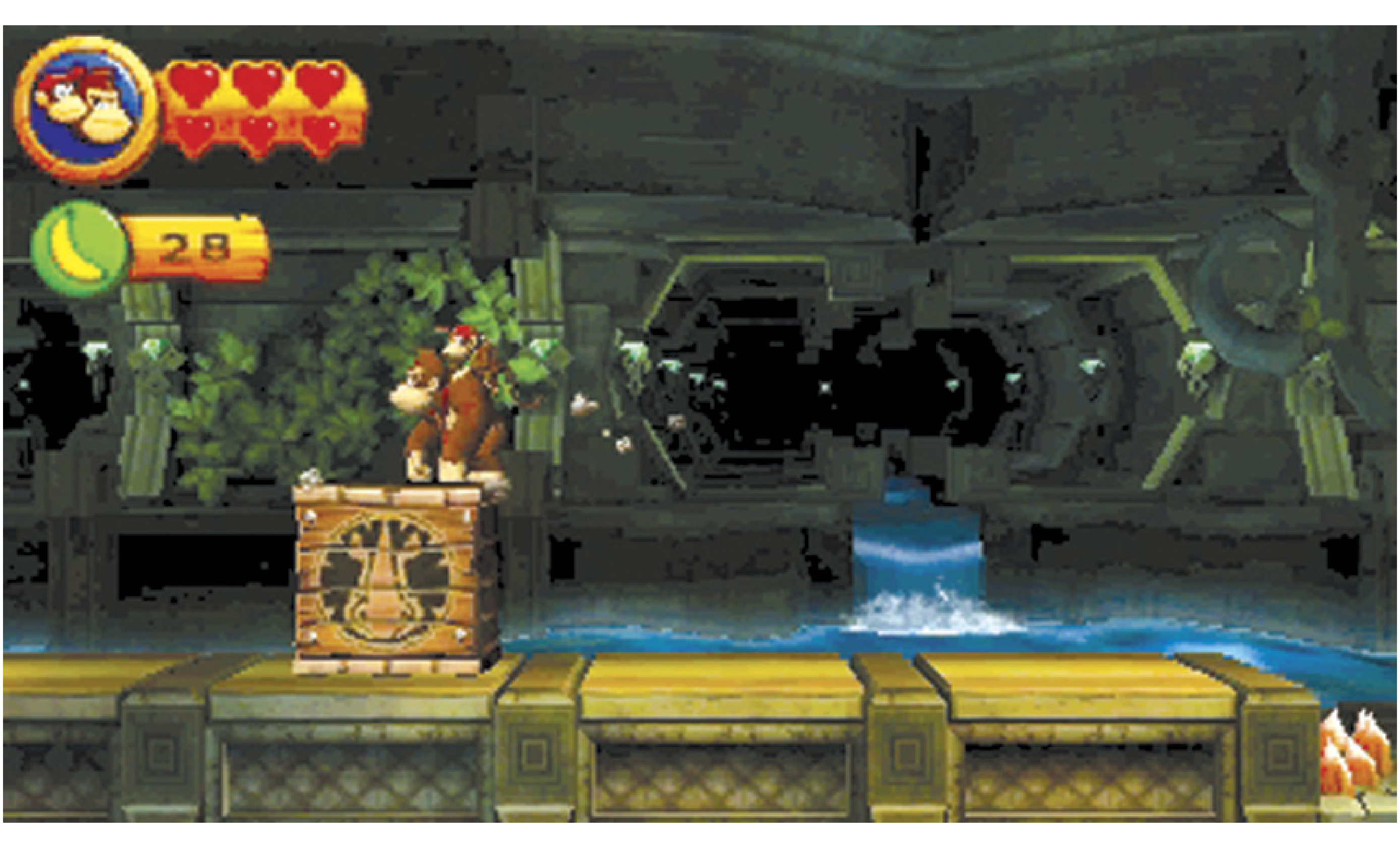
World 3

Temple Topple

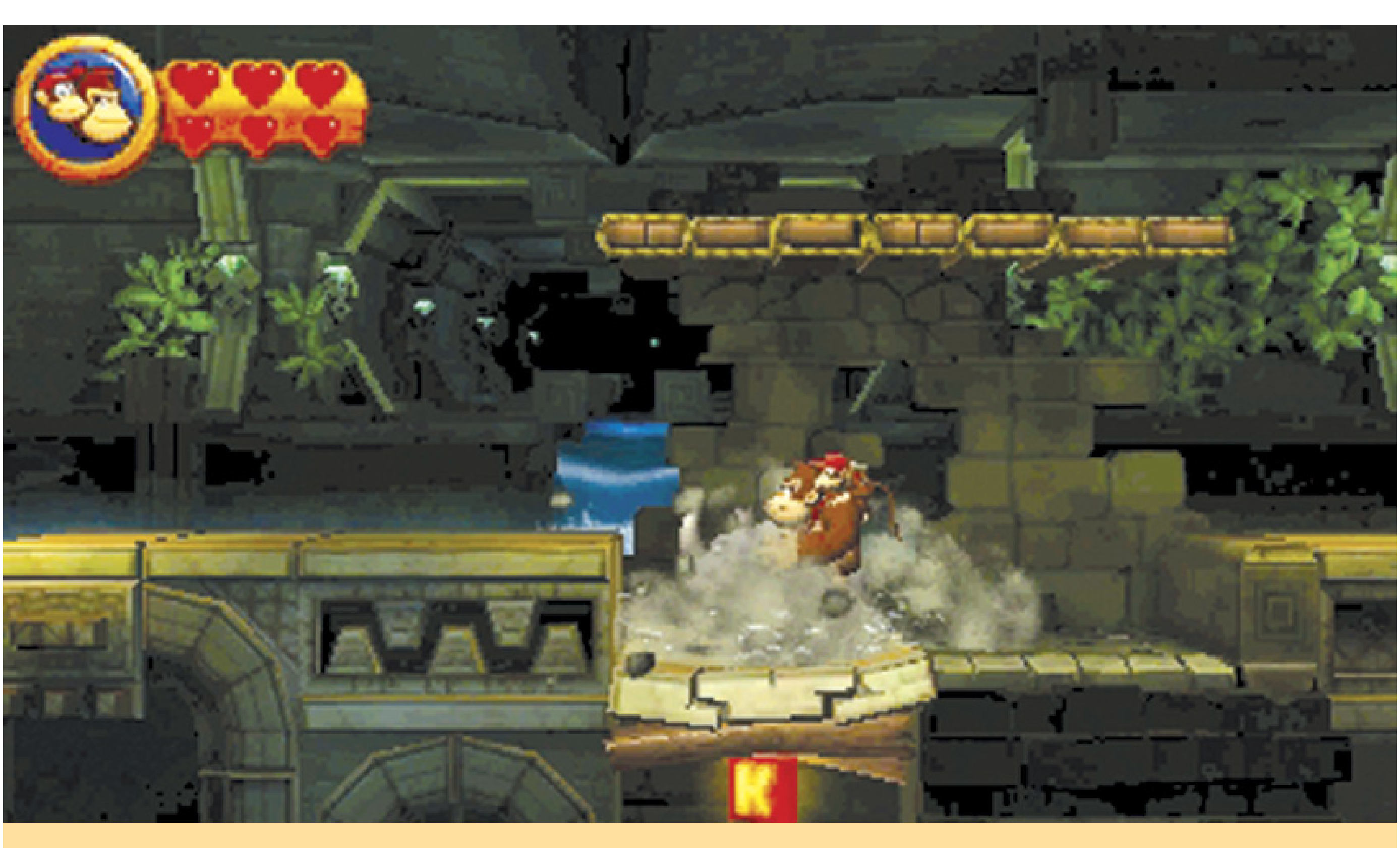




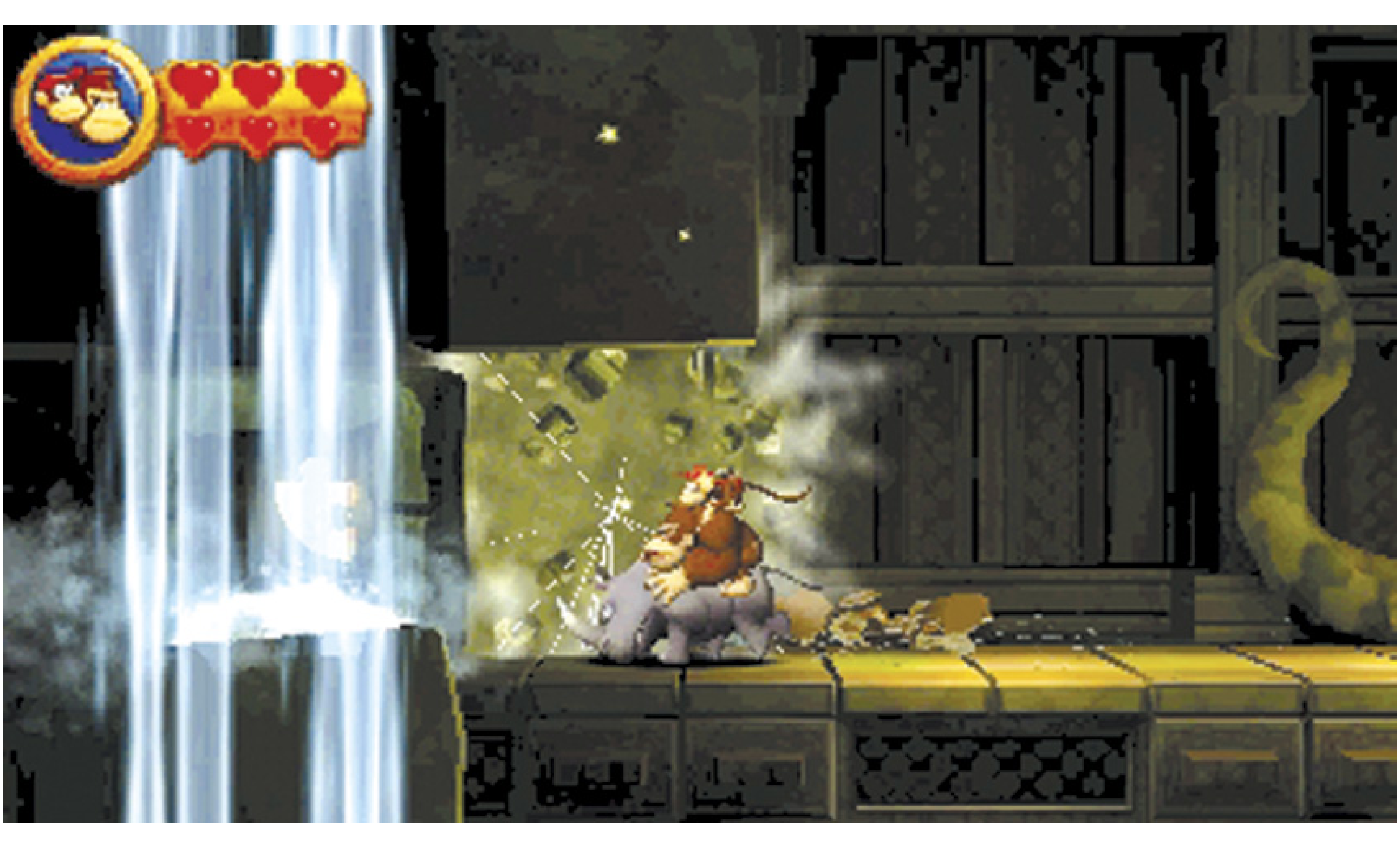
① At the start, head right to get the DK Barrel and add Diddy Kong to your backpack. Then go left, jump up the platforms, and leap into a barrel. You will be shot across the top of the level, through lots of bananas, and eventually through a Puzzle Piece.



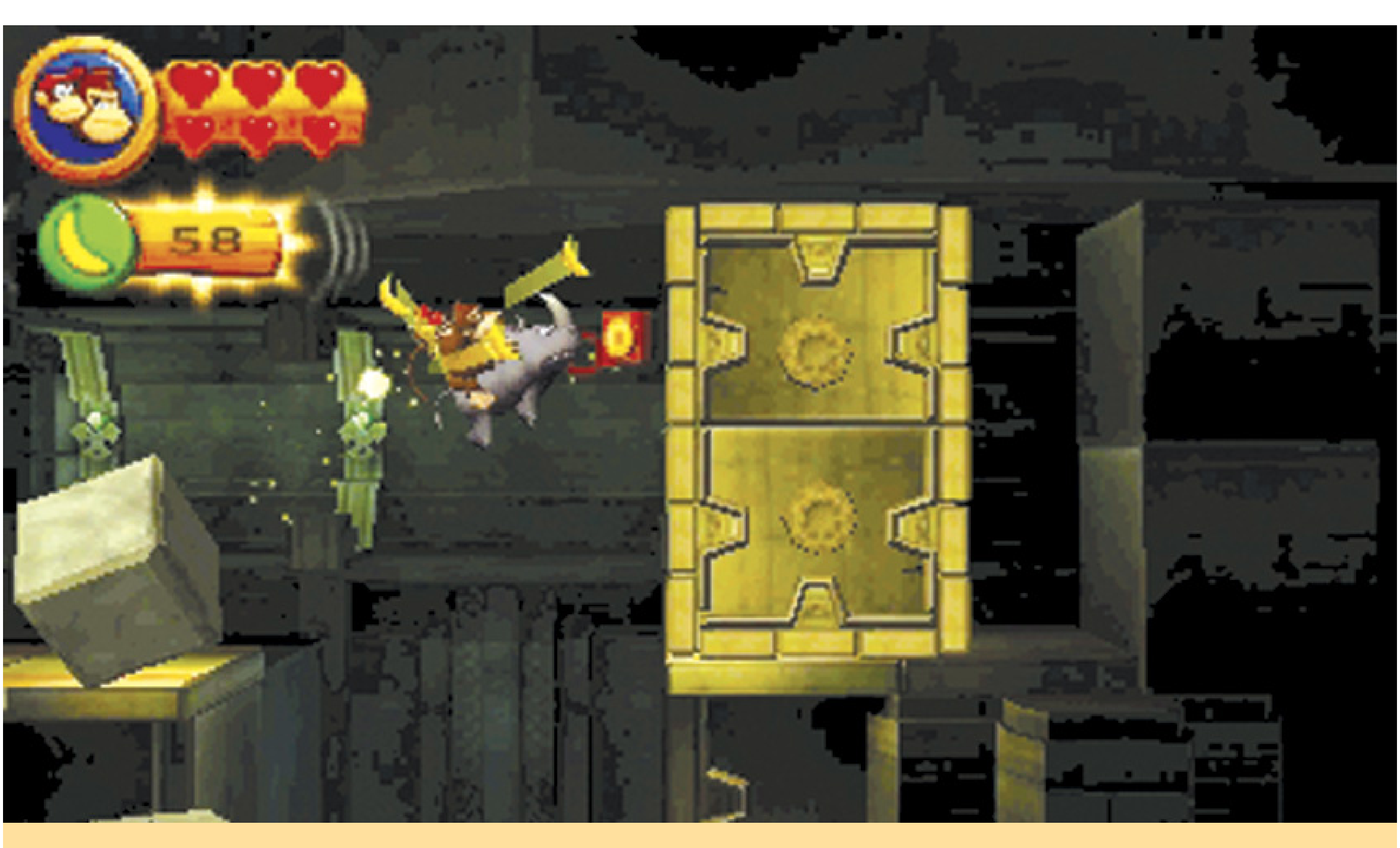
② Head right, jumping over some spike pits, until you come to a Rambi crate. Pound on the crate's top to release Rambi and then head back to the left.



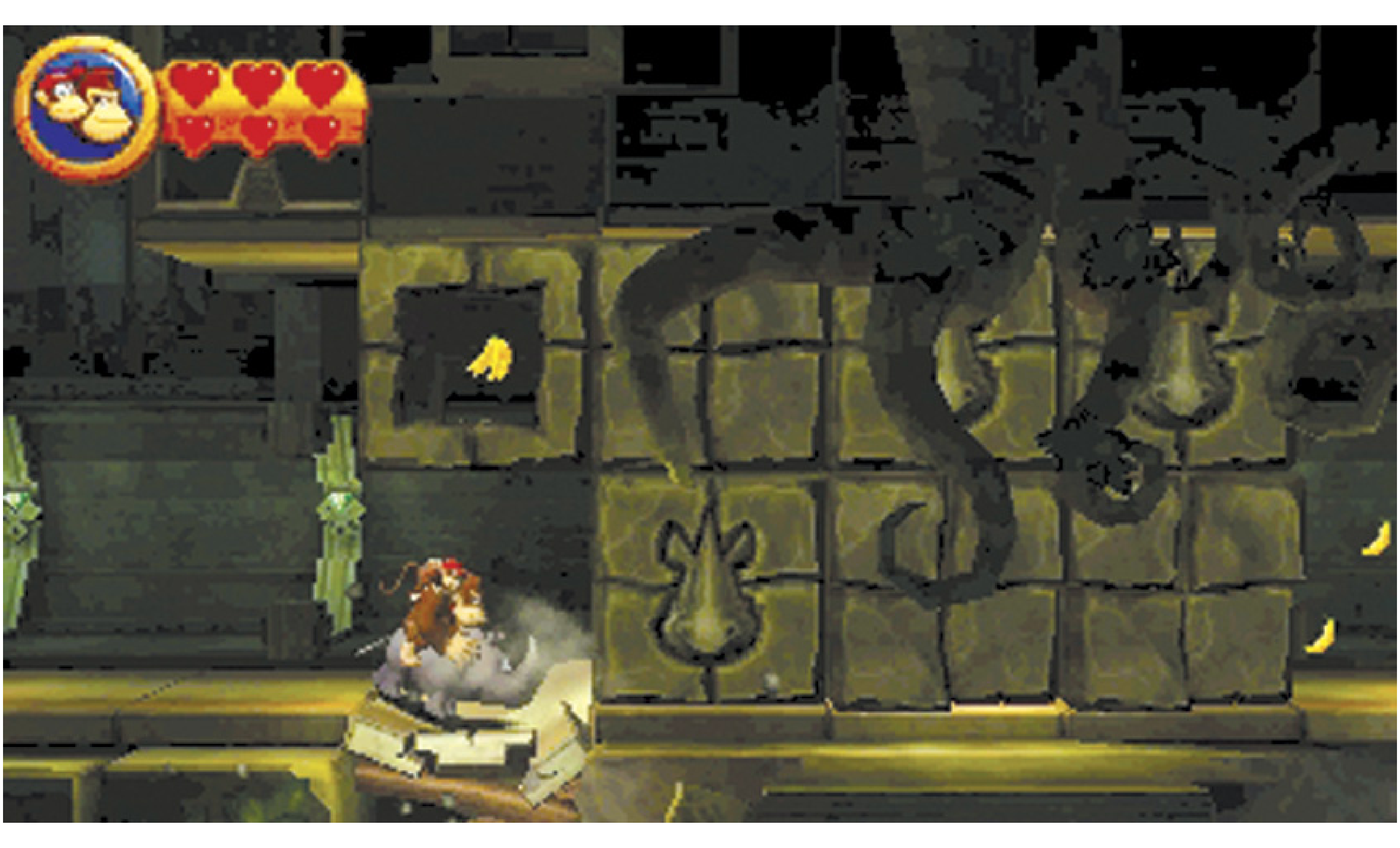
③ K Ride right through the spikes just to the crate's left. Pound on a trapdoor to drop into a lower area with the K KONG letter inside. Then jump out and continue going left. Rambi can just plow through enemies and clear out spikes as he walks over them.



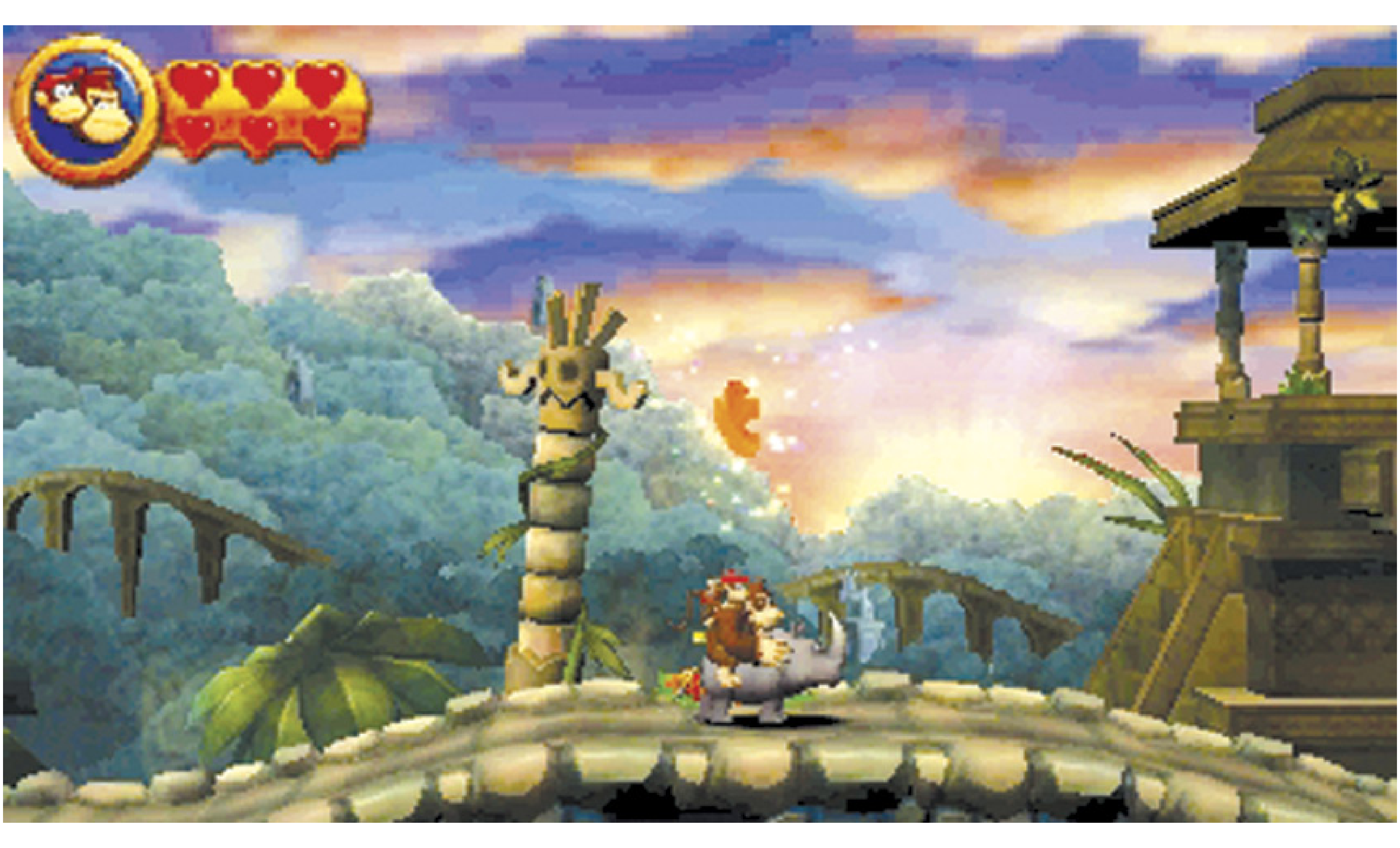
④ Head back to the start and crash right through the Rambi KONG letter to get another Puzzle Piece. Two down, only three more to go.



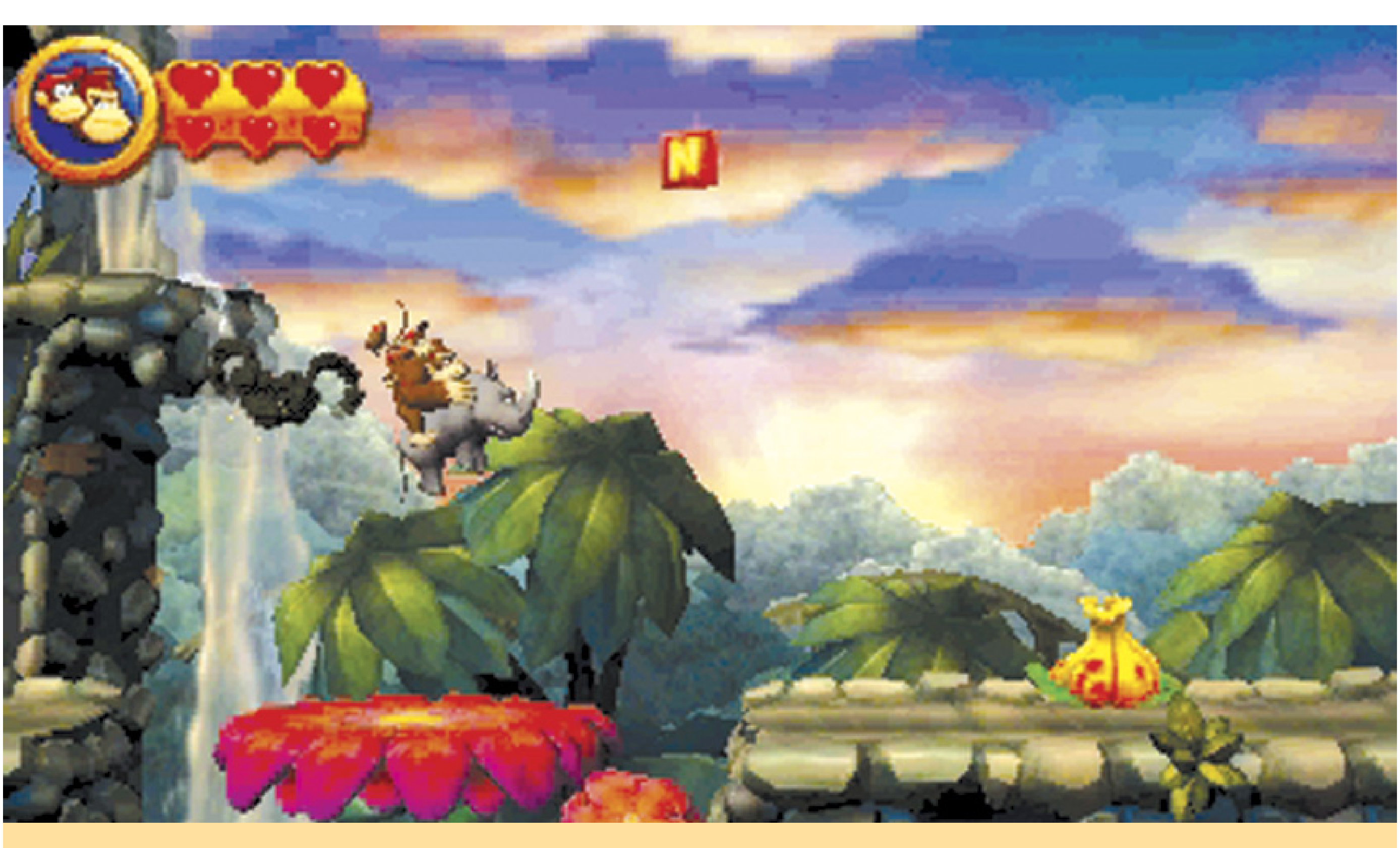
⑤ O Continue all the way to the right, crashing through blocks. At the end, jump off an edge to get the O KONG letter before you fall down. If you miss it, you can't get back up to get it.



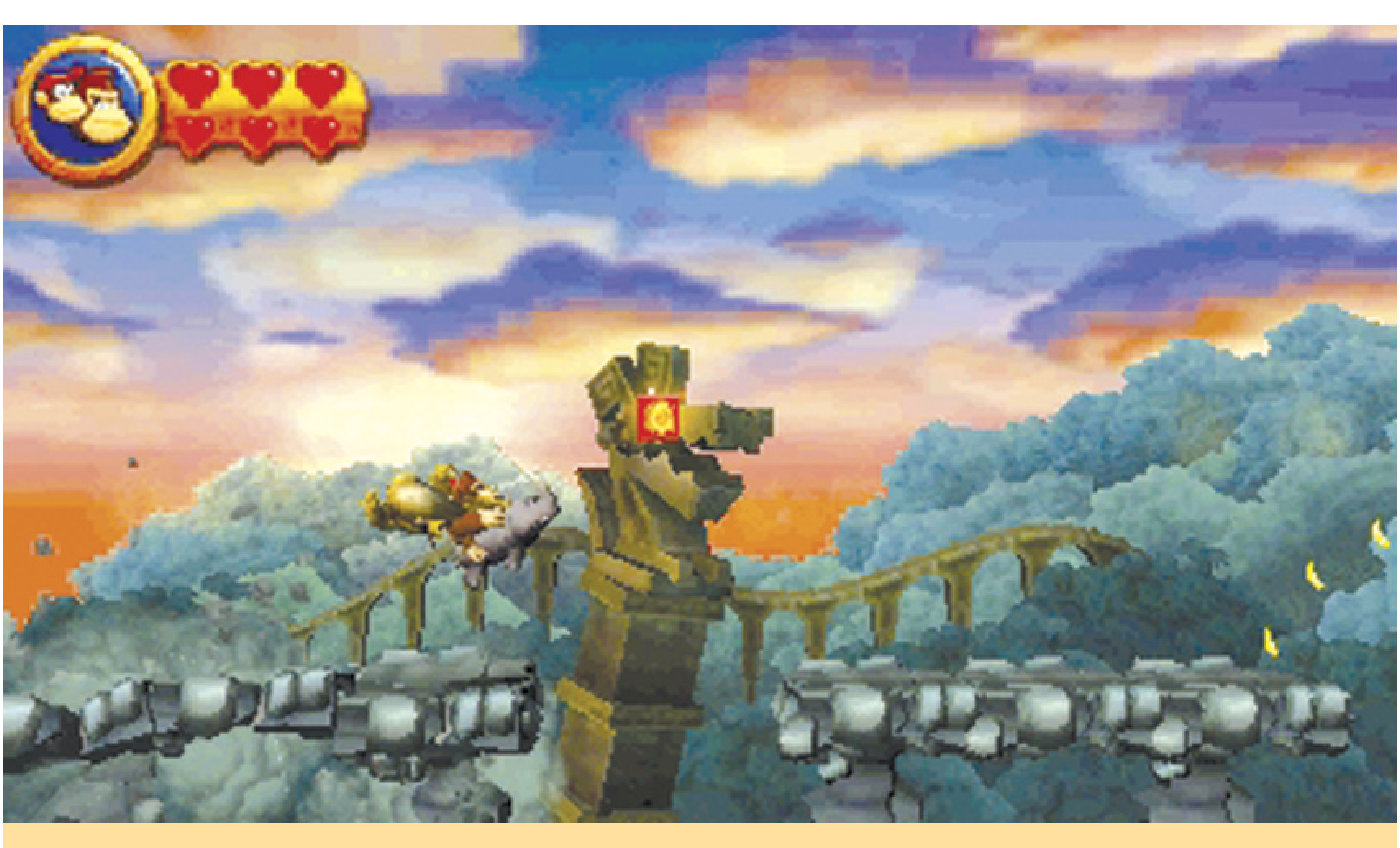
⑥ After you fall, crash through some blocks but don't drop down again just yet. Pound the ground here to drop into a bonus area. Clear out the items and you will get another Puzzle Piece.



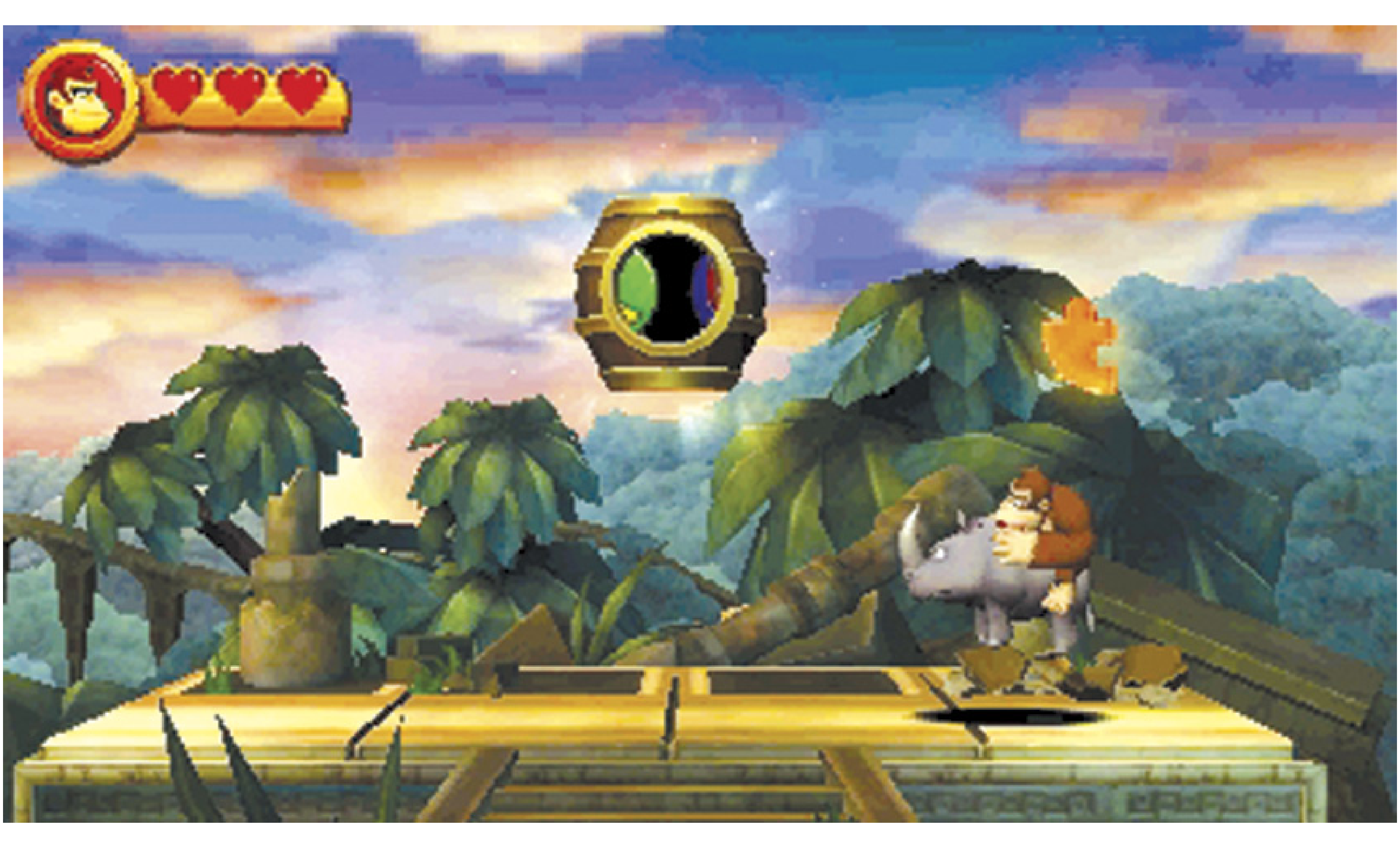
⑦ Head past the checkpoint. Before you reach the second tower with a blue Tiki Bomber on it, pound a gourd to find another Puzzle Piece.



⑧ N Keep moving along, crashing through whatever is in your way. When you reach the bouncy flower platform, jump up high and snag the N KONG letter for your collection.



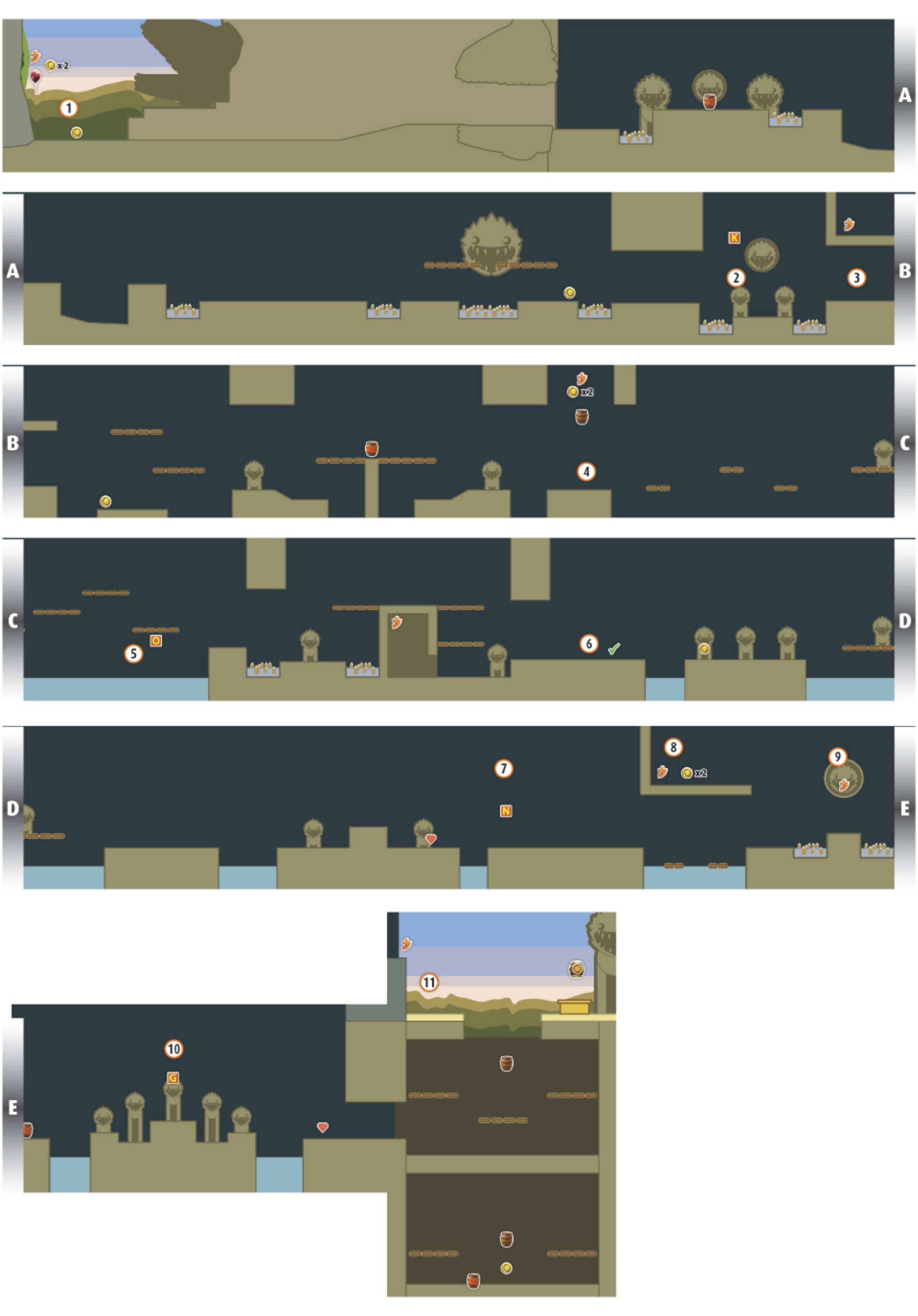
⑨ G After the next checkpoint, you will have to move quickly across a crumbling stone walkway. Keep moving, because as soon as you touch each section, it starts to fall away. Along the way, jump up and grab the G KONG letter so you can finish spelling out K-O-N-G.

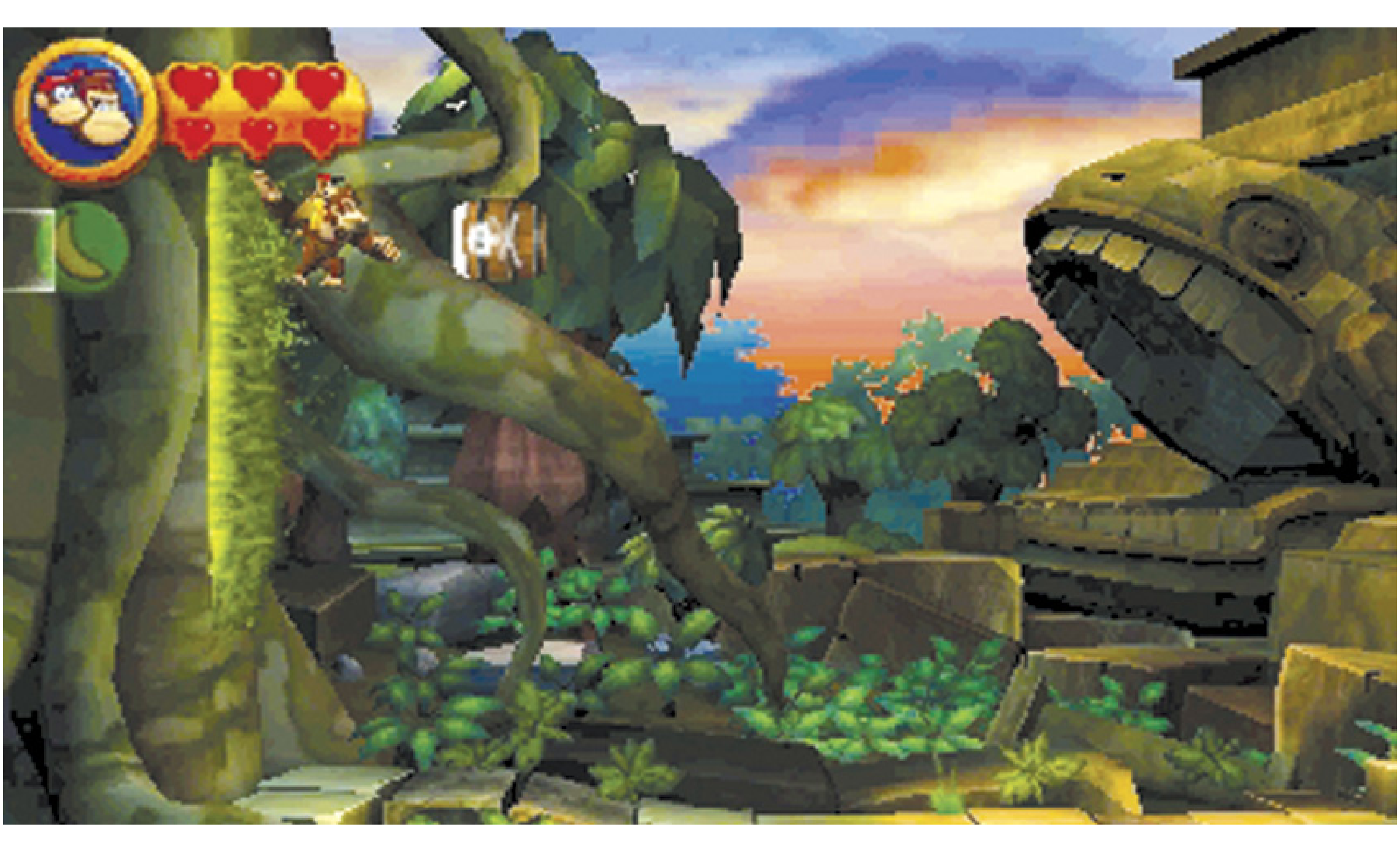


⑩ When you reach the Slot-Machine Barrel, pass by it and pound the container to its right. It will shoot out the fifth and final Puzzle Piece. Then hit the Slot-Machine Barrel to complete the level.

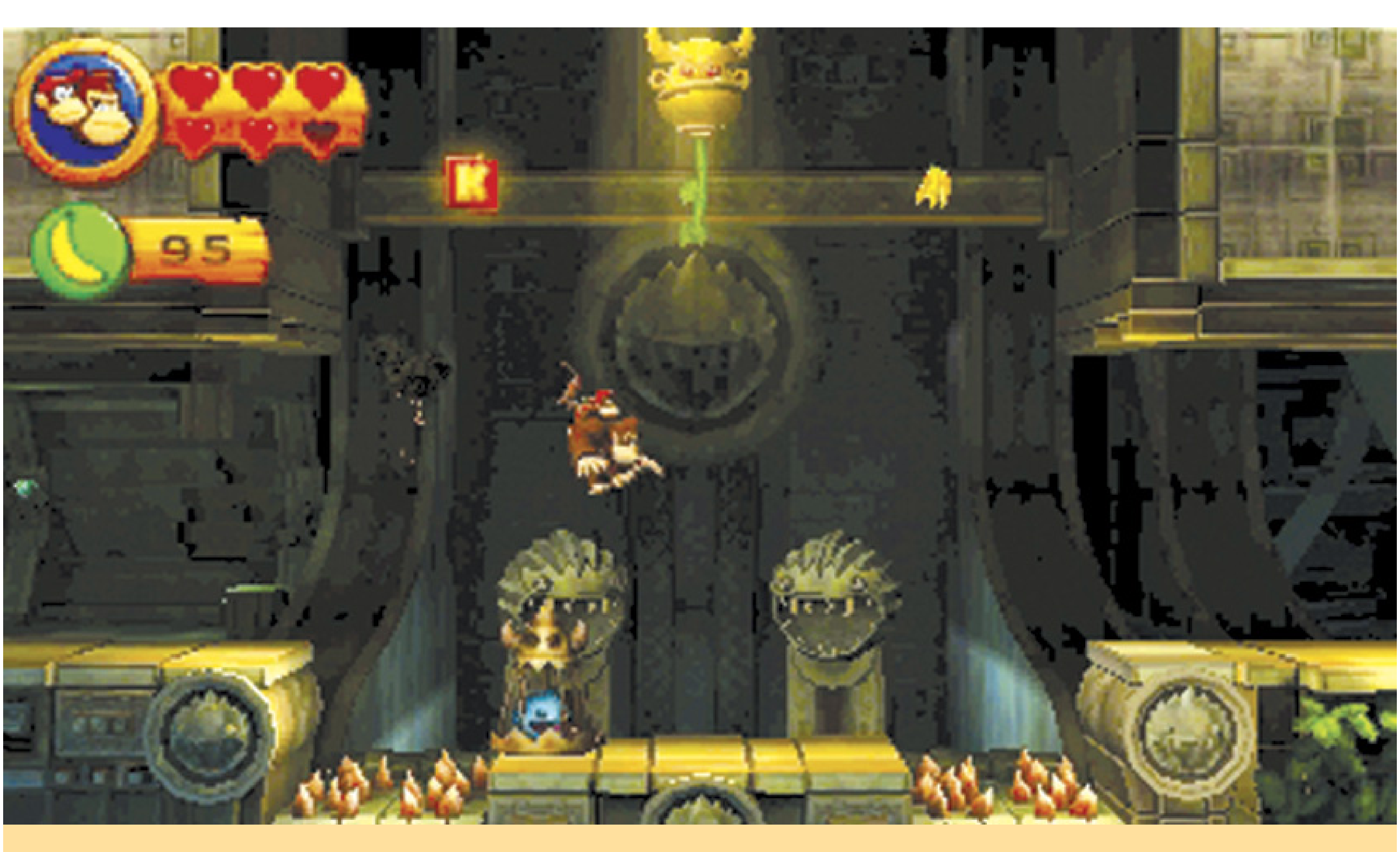
World 3

Itty Bitty Biters

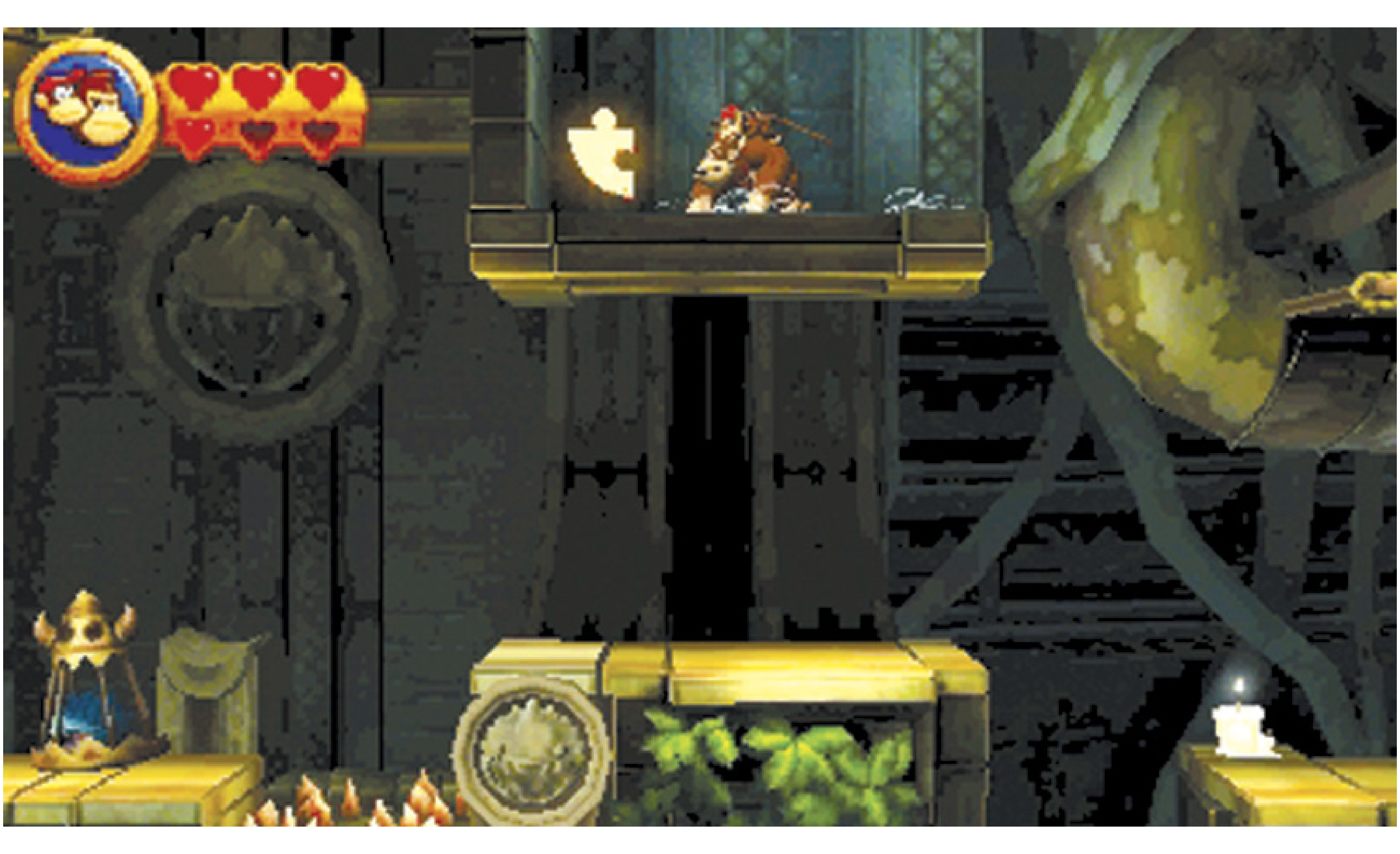




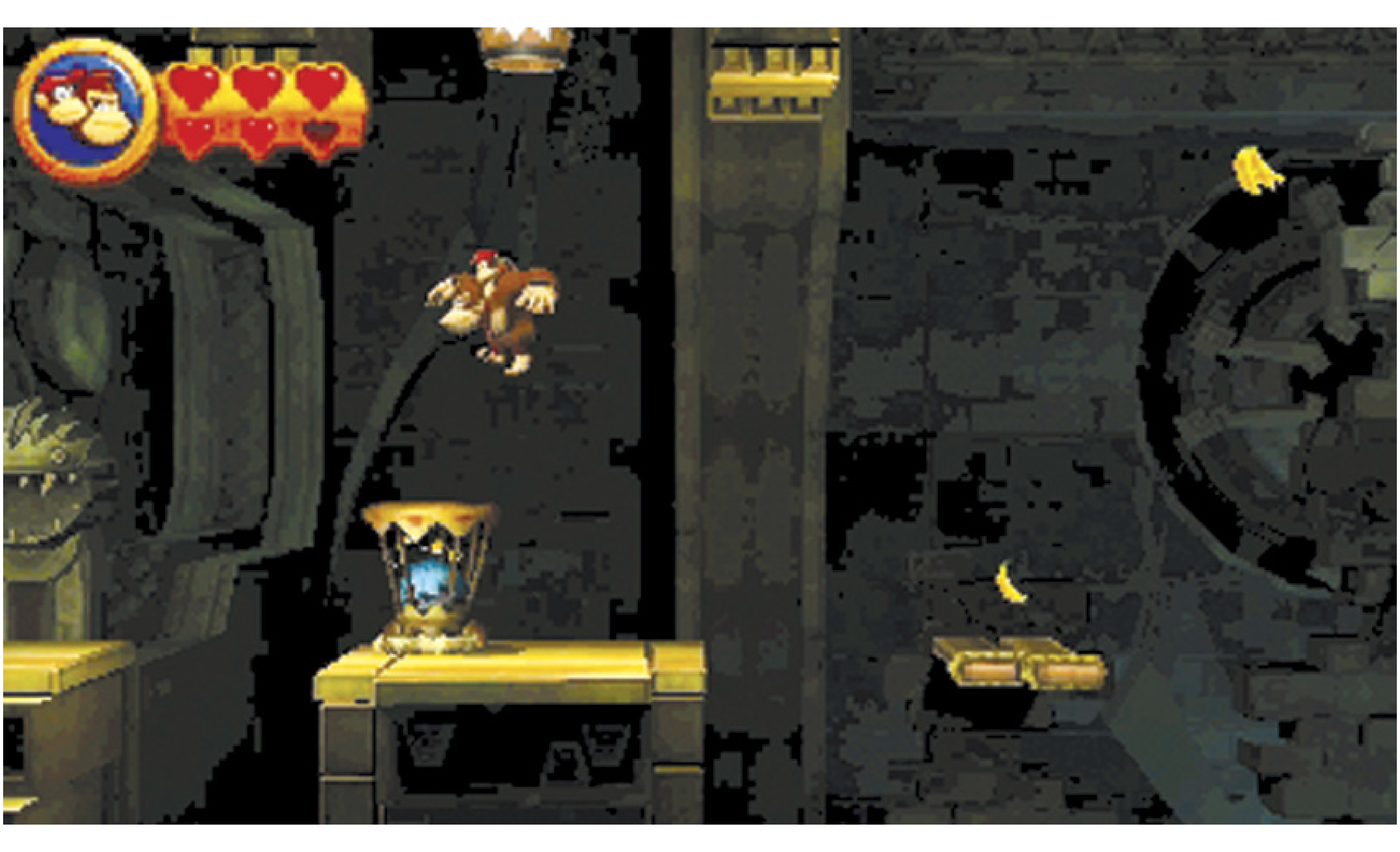
① At the start of the level, move to the left and climb a grassy wall. Jump into a barrel and shoot yourself into a bonus area. Clear it out and get the Puzzle Piece as a reward.



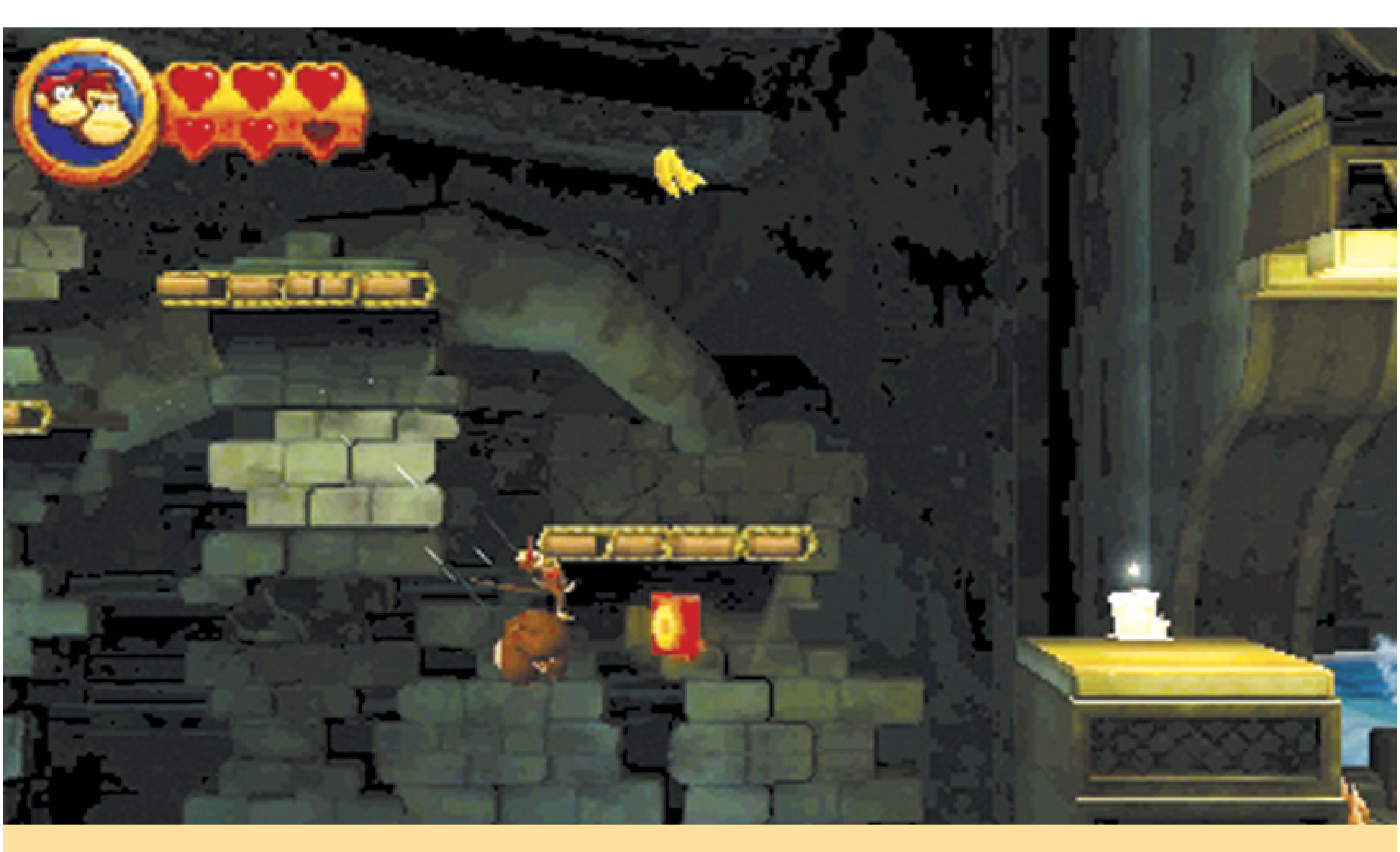
② K When you reach the area where the K KONG letter is hovering in the sky, you must use the CageBerry to help you jump that high. Pound the ground next to the CageBerry to flip it over. Then jump on it and pound it into the ground. As it pops back up, jump up and soar high enough to get the letter and continue to the right.



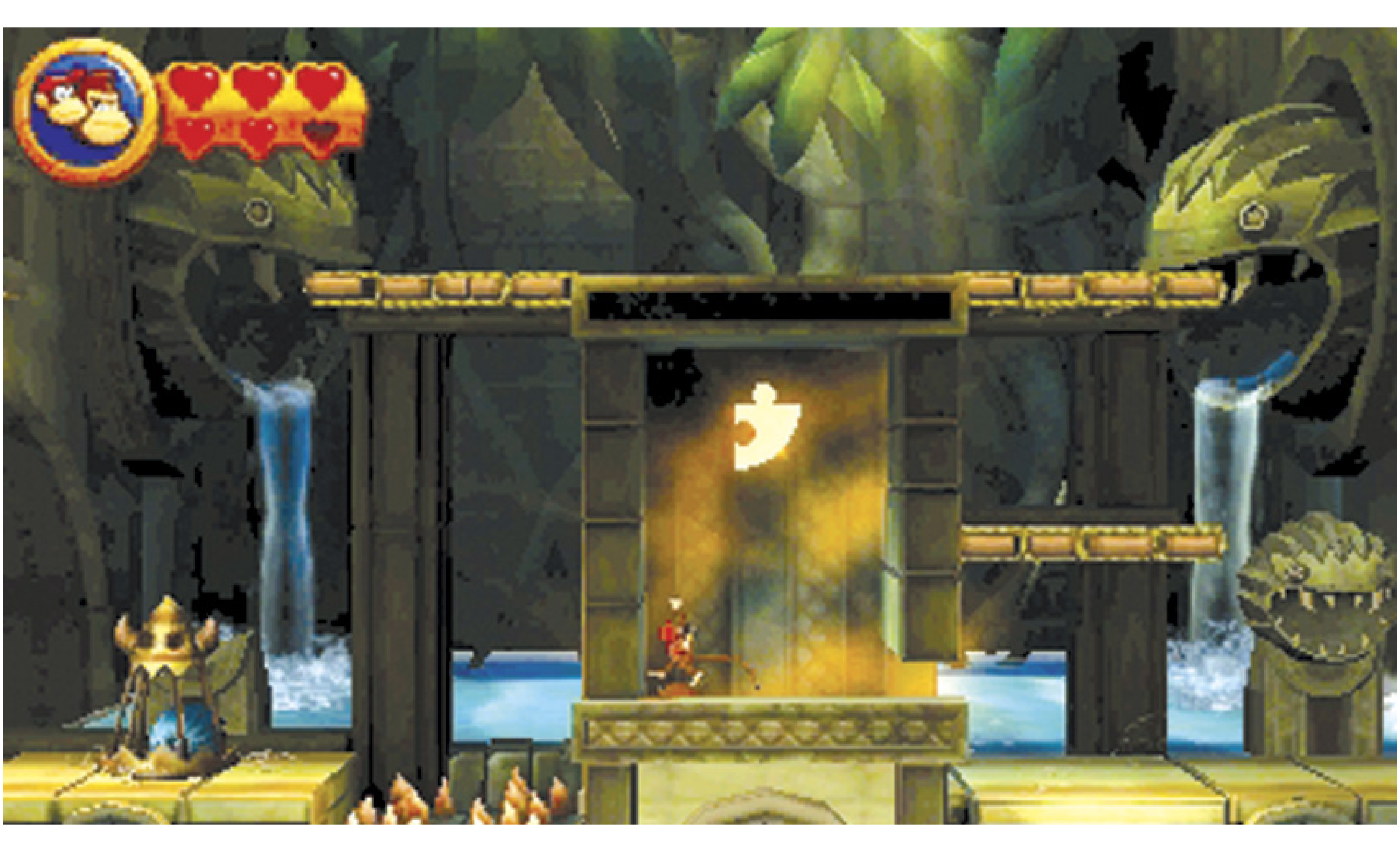
③ Jump up to the top platform here, and then jump across to the left to find a Puzzle Piece in a hidden area.



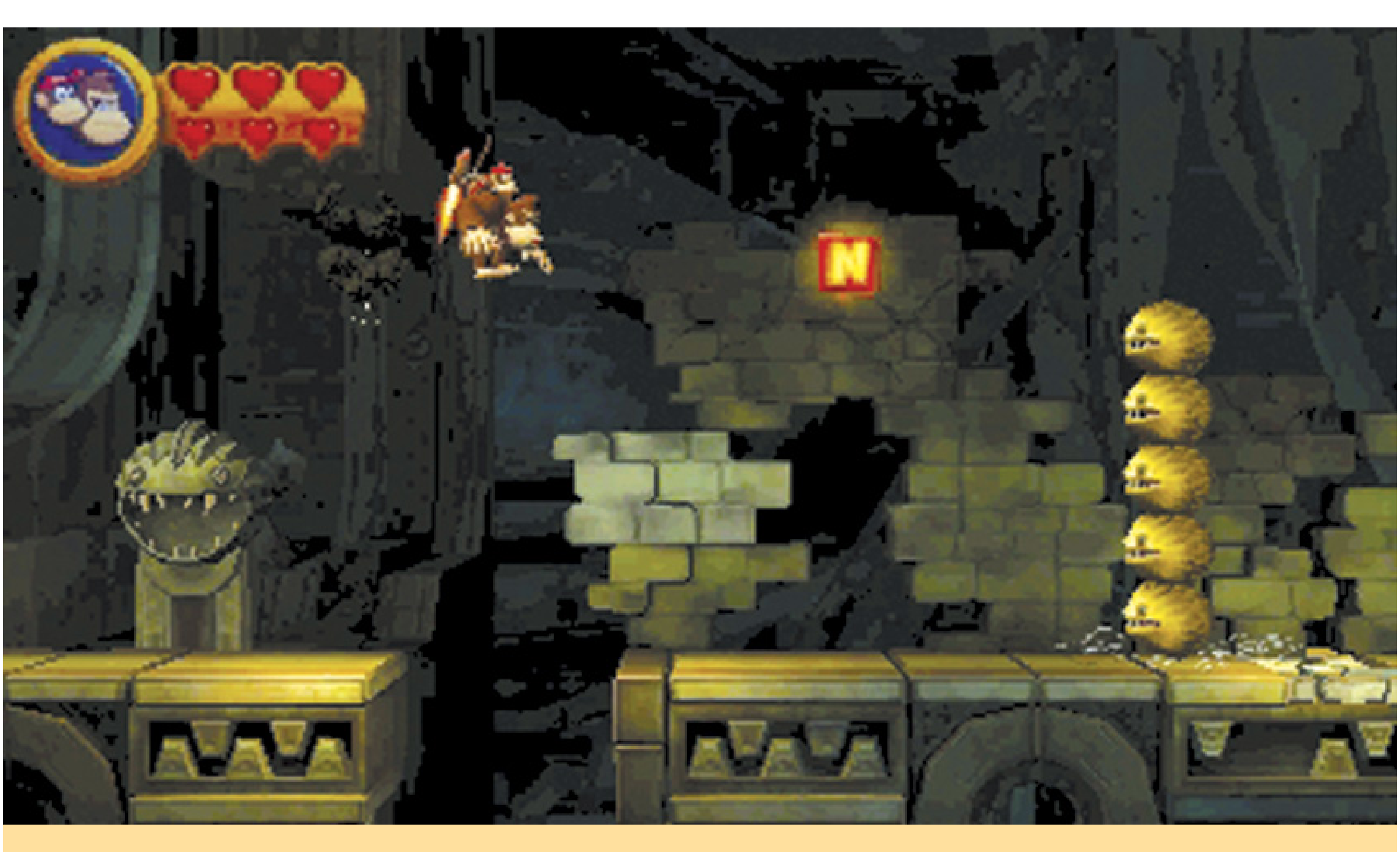
④ When you reach the next CageBerry, use it to jump into a barrel and shoot yourself into a bonus area where you can earn another Puzzle Piece.



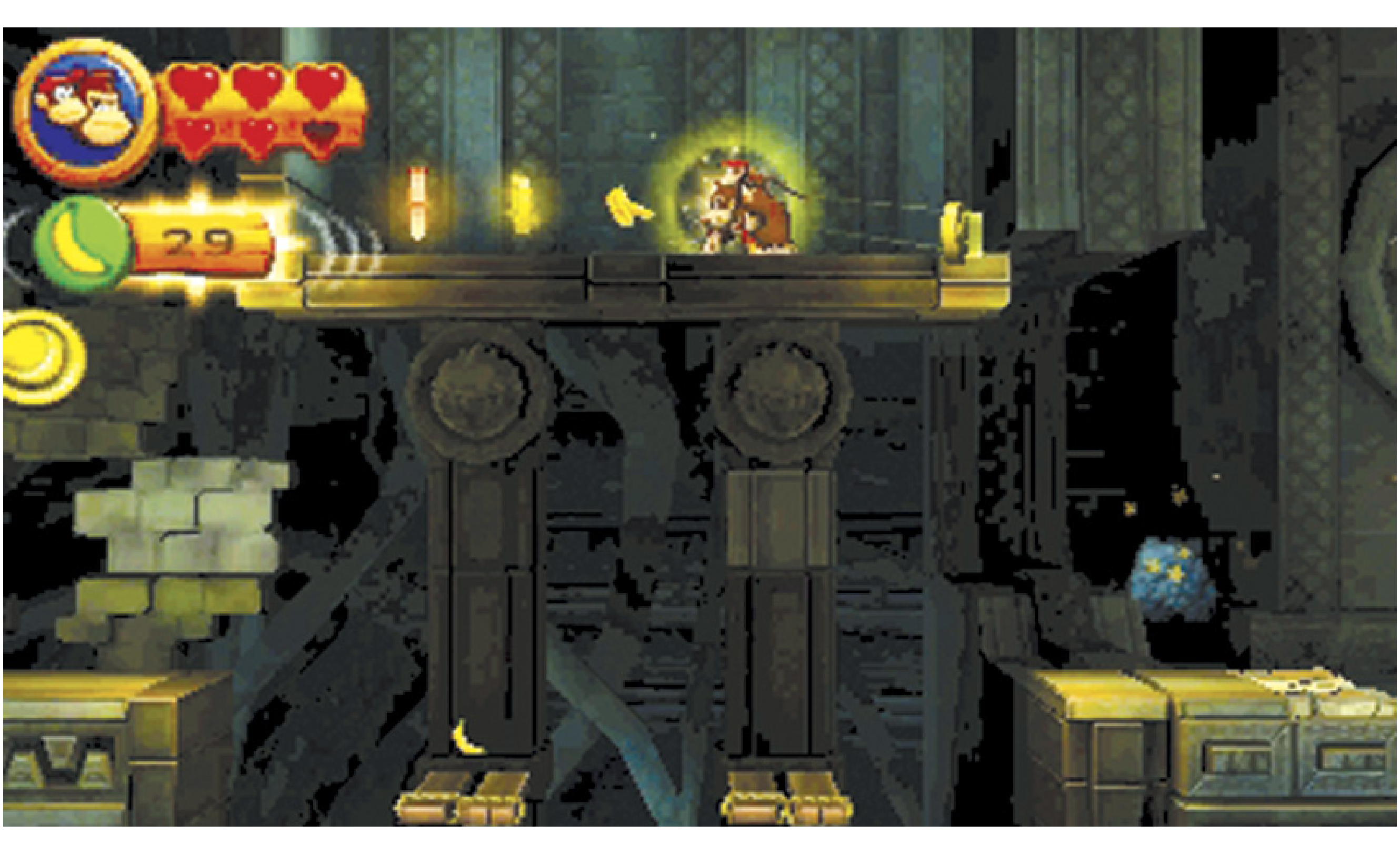
⑤ O When you find the O KONG letter, jump past it on the stone platform to the right. Then roll off the edge toward the O KONG letter and jump while in midair so you can pick up the letter and jump onto the platform above it. This is a tricky task and may take a few times to get it right.



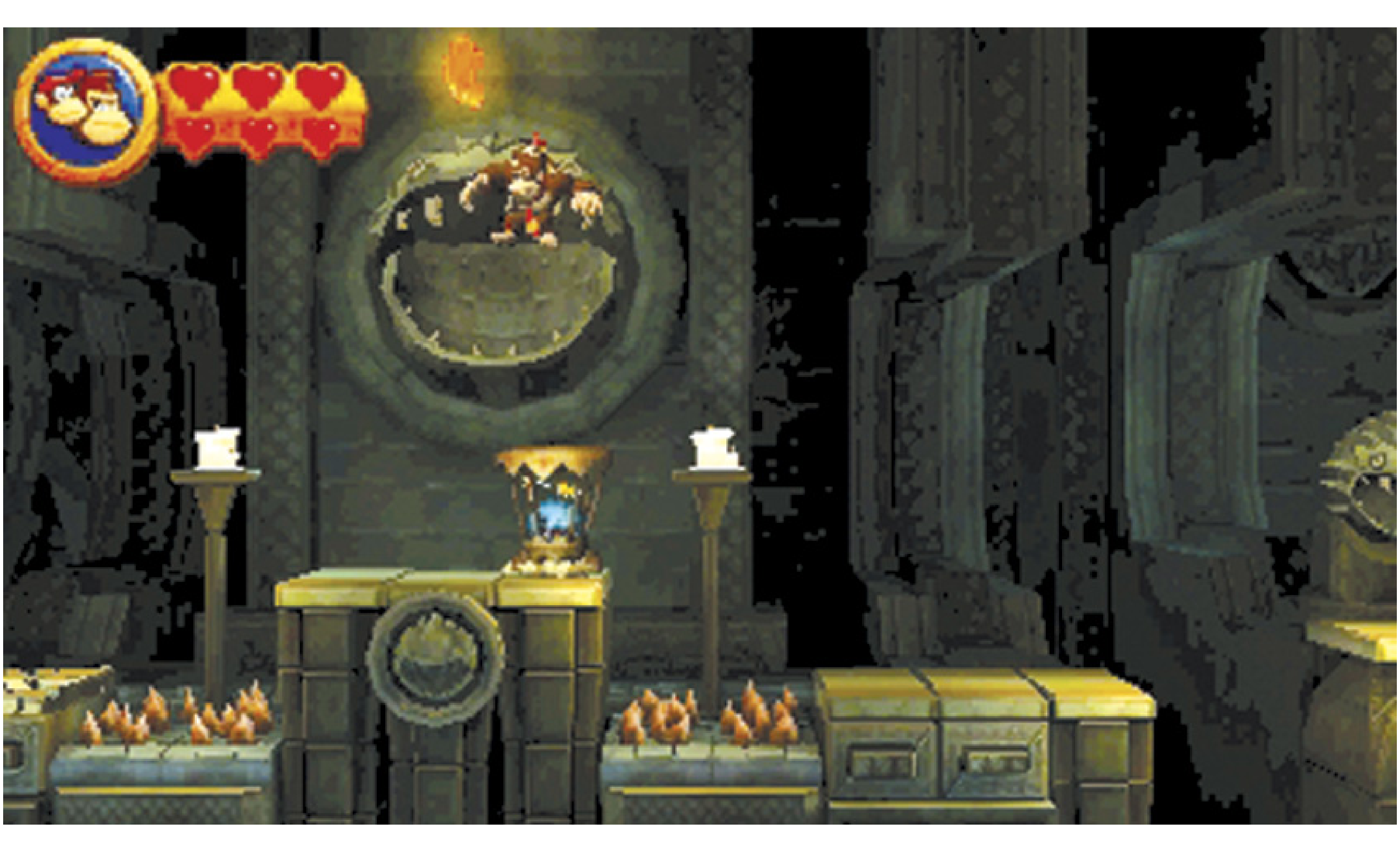
⑥ Once you use a Toothberry in a cage to jump up, get past two Toothberries not in cages and then drop to the right side of this statue. Enter from the bottom to get another Puzzle Piece.



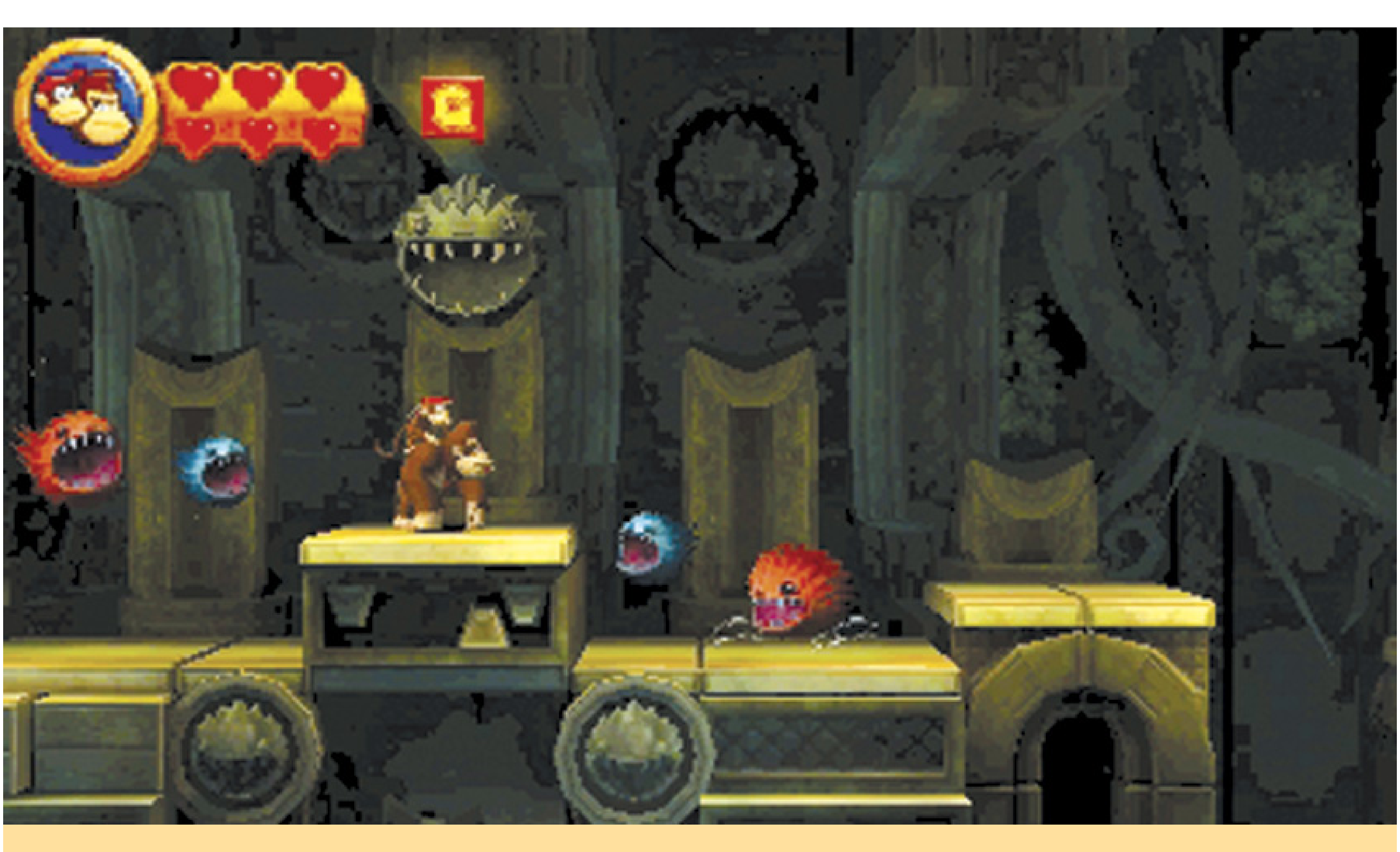
⑦ N Next, you will have to get past a few AckStacks. Move next to them and wait for them to rear back. As soon as they open their mouths, run to the left so they don't fall on you and damage your health. Then jump on them and bounce off their bodies to get high enough to get the N KONG letter.



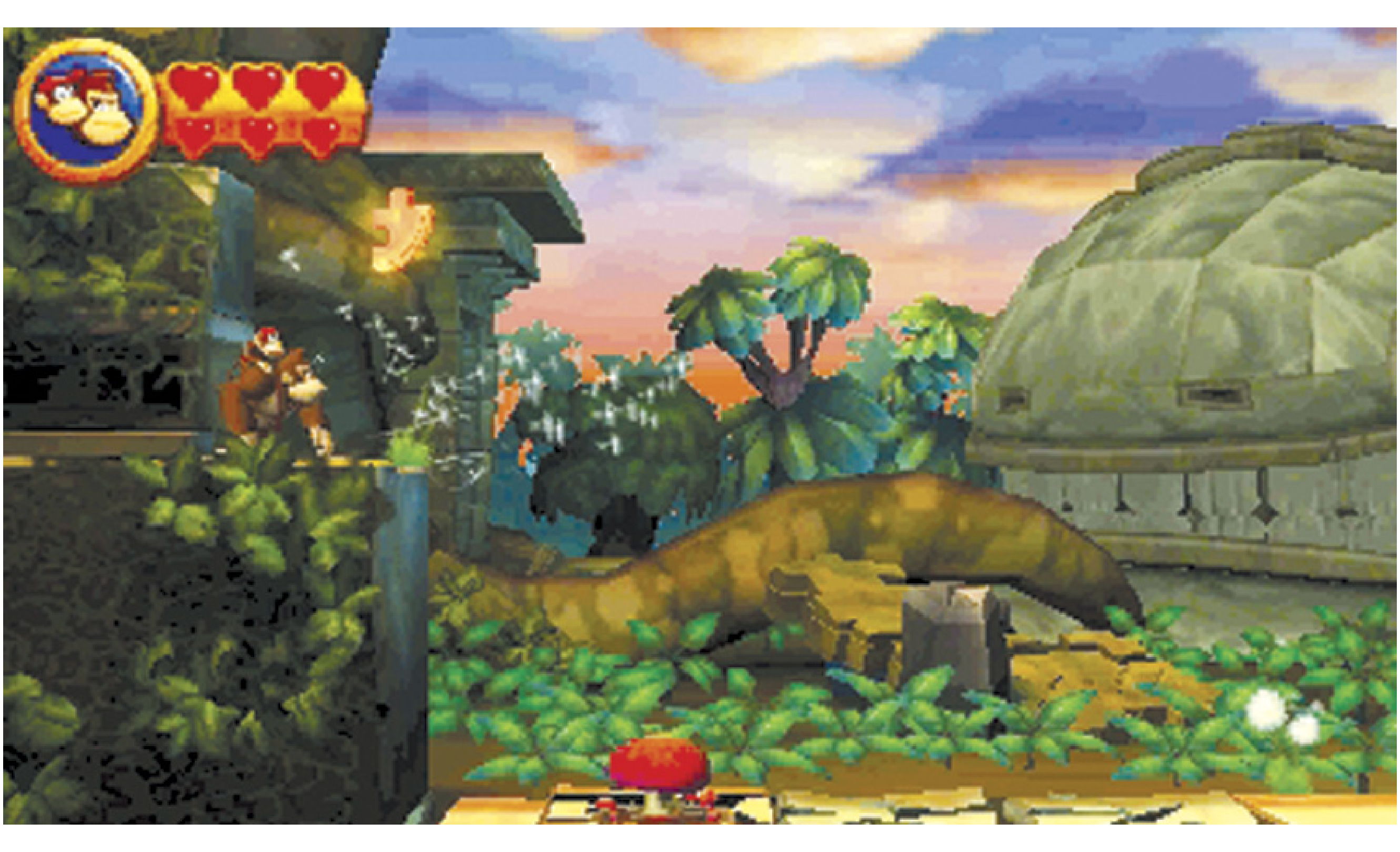
⑧ When you come to another CageBerry, move past it to get the DK Barrel (if you need Diddy Kong). Use the CageBerry to launch you into the air, and hover-jump to the left to enter a hidden area with coins and a Puzzle Piece.



⑨ Go back to the CageBerry. When you flip him over, stand on him and blow out the candles on both sides. This will cause the statue in the background to give up its Puzzle Piece. Launch yourself up to get it.



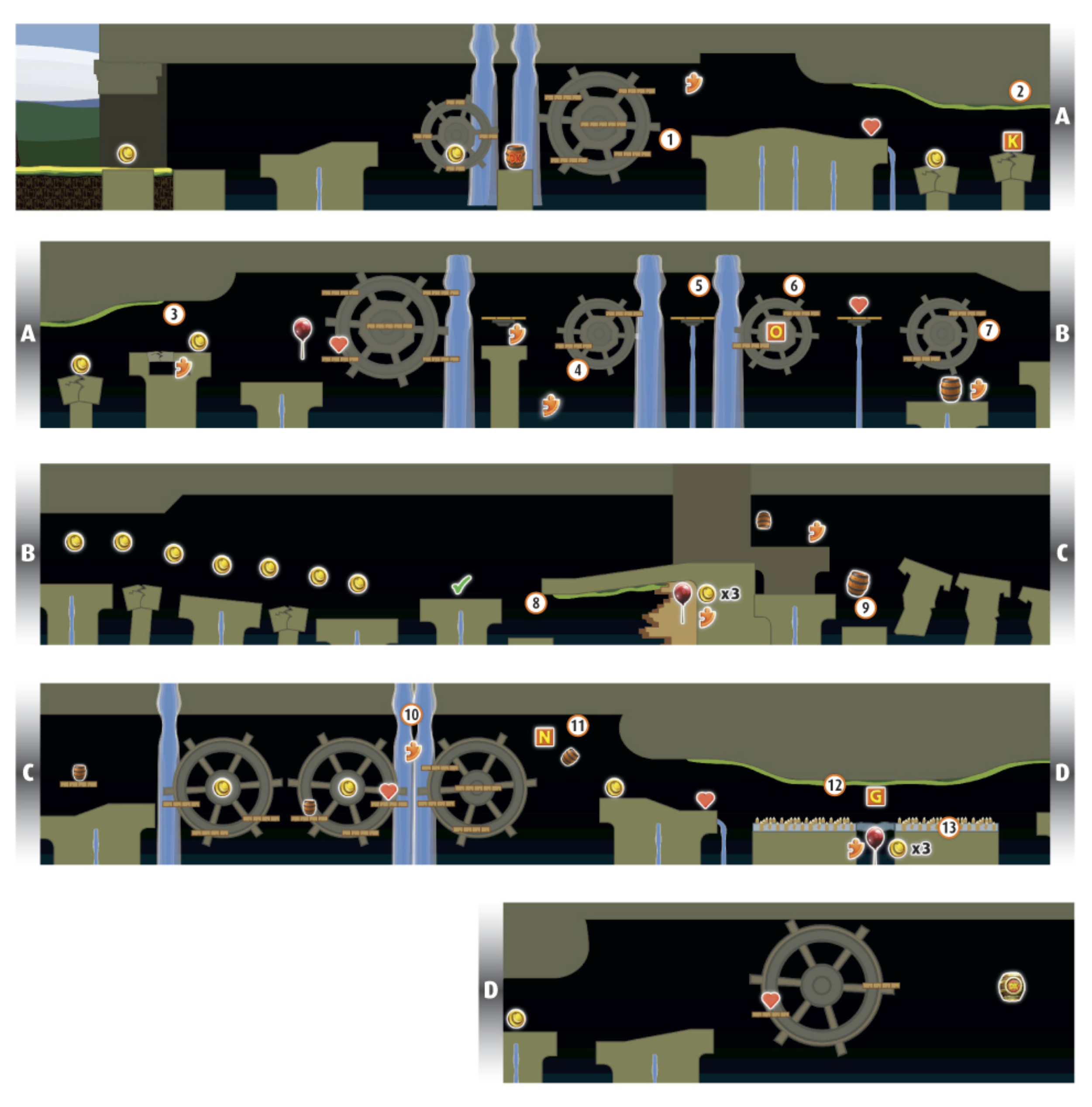
⑩ G As you approach the G KONG letter, a couple Toothberries and two big Toothberries will attack. Jump onto them and then jump again to reach the letter and complete K-O-N-G.

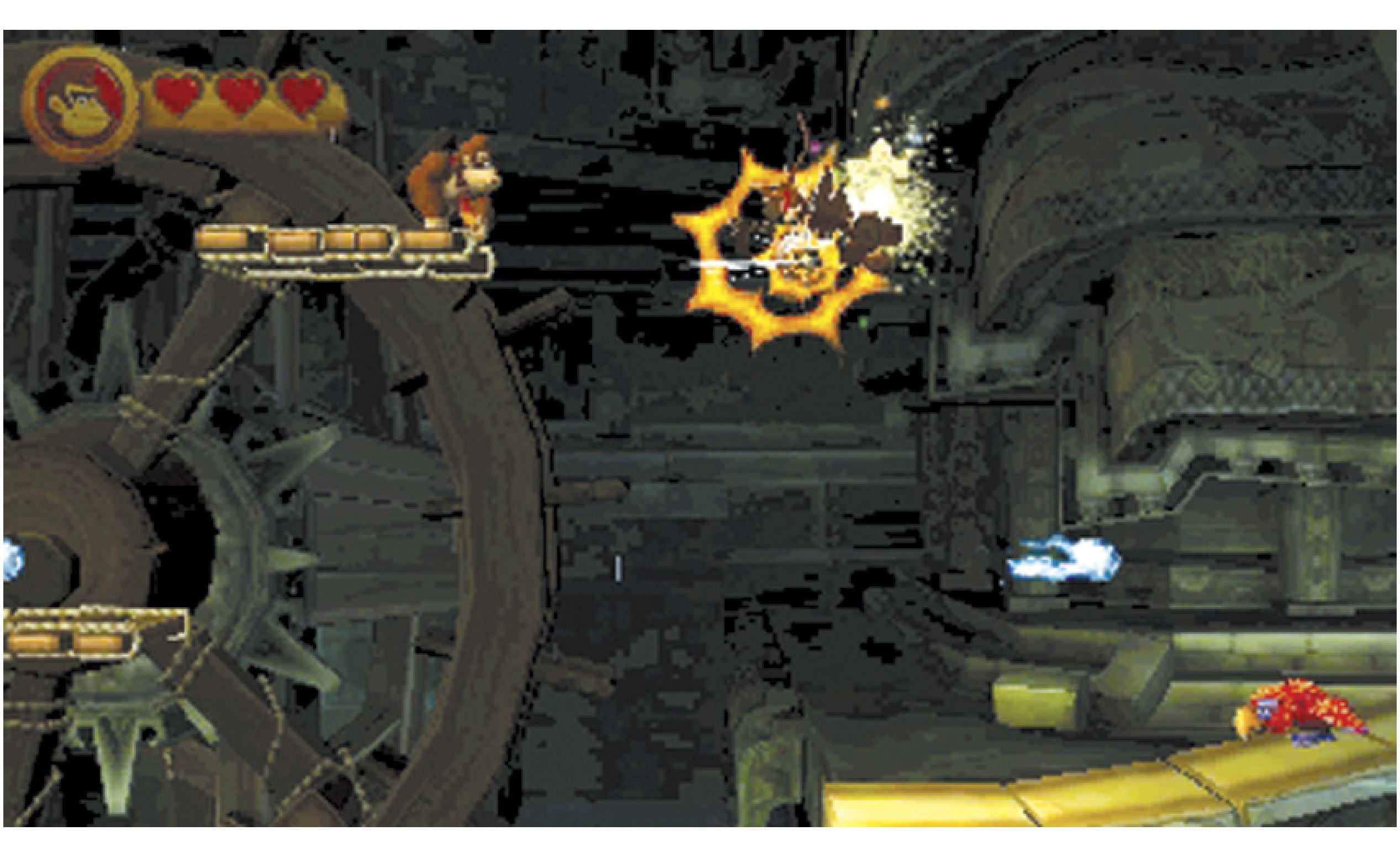


⑪ After you fight off lots of Toothberries and big Toothberries, shoot up to the outside. Move to the left. Jump on a mushroom that appears to reach a ledge on the left. Blow on the dandelion to get the last Puzzle Piece. Finally, blow away leaves over a DK platform and then pound it to make the Slot-Machine Barrel appear. Hit it to complete the level.

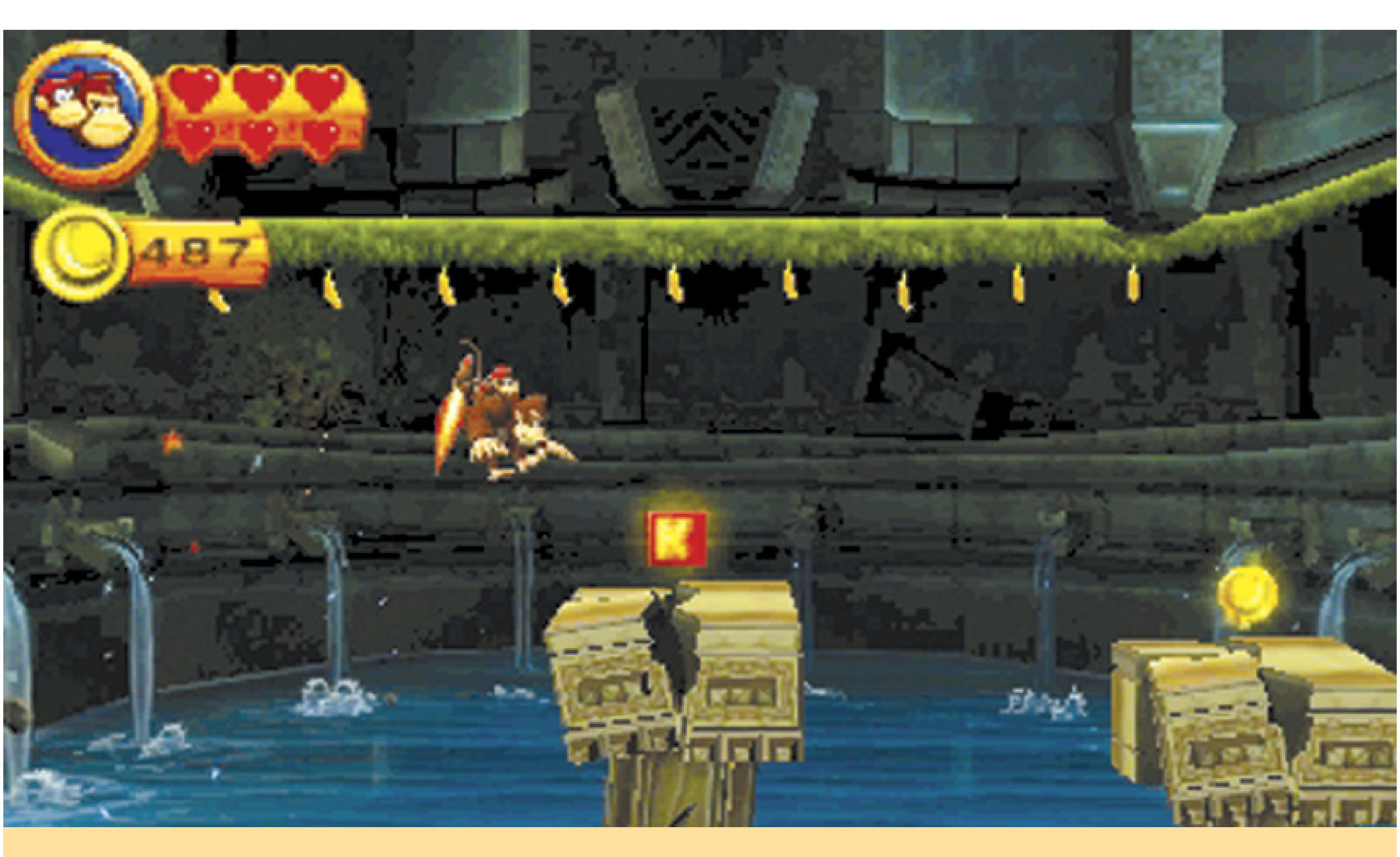
World 3

Damp Dungeon

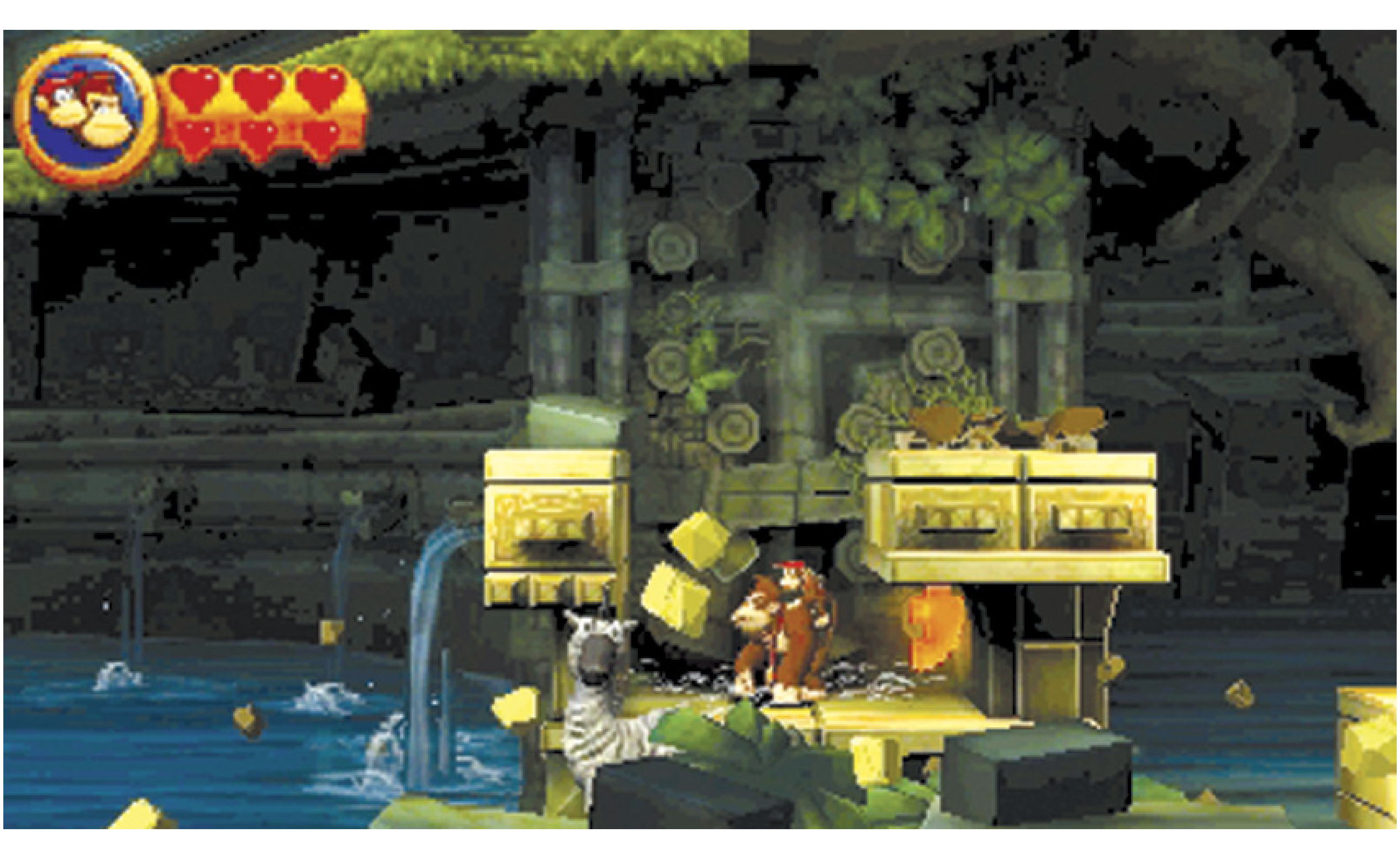




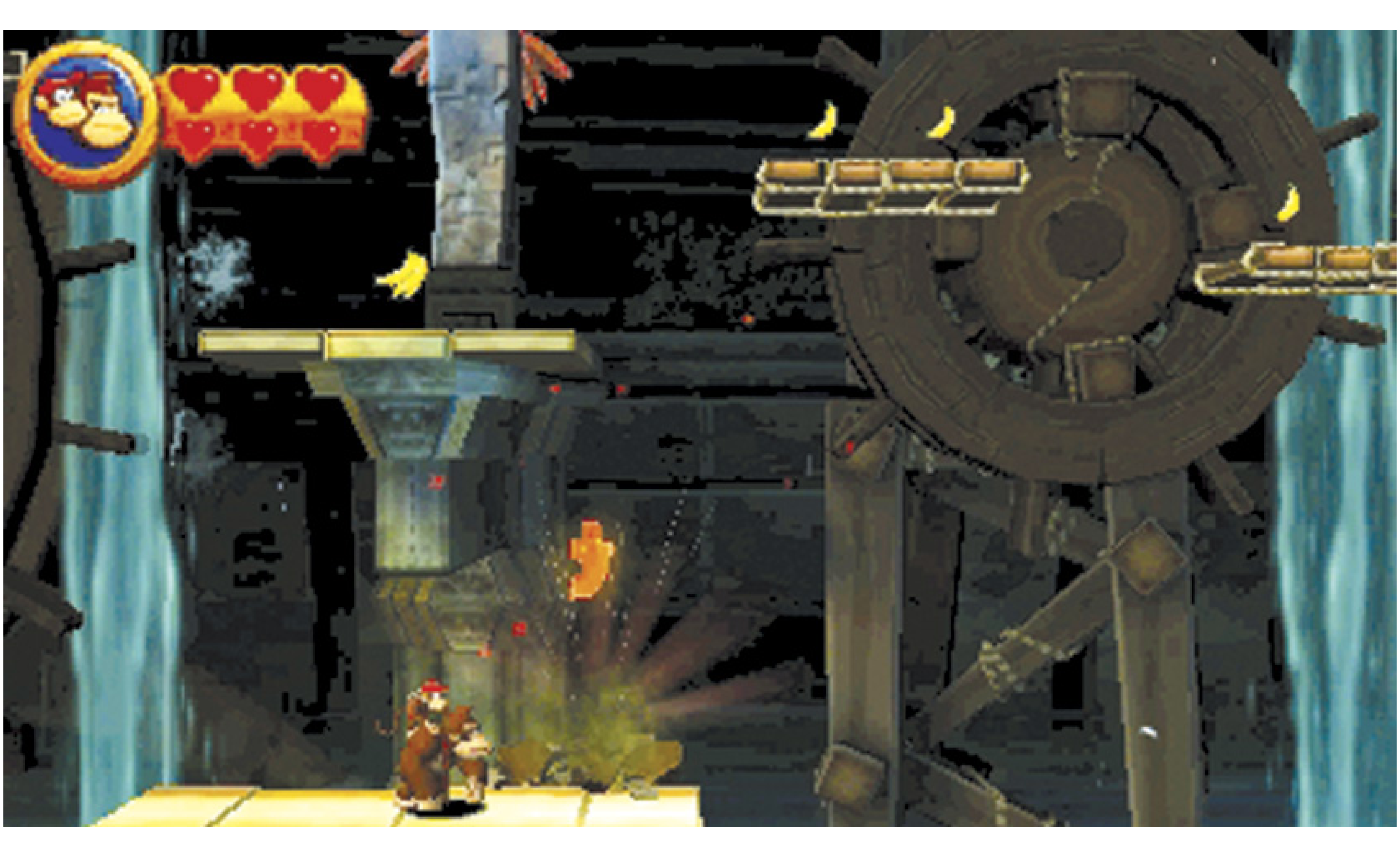
① Make your way into the ruins and across one waterwheel to a DK Barrel. Hold on to it for now. Get onto the large second wheel and ride it around until you see a bag hanging off to the right. Throw the barrel at the bag to release a Puzzle Piece. Jump down to claim it.



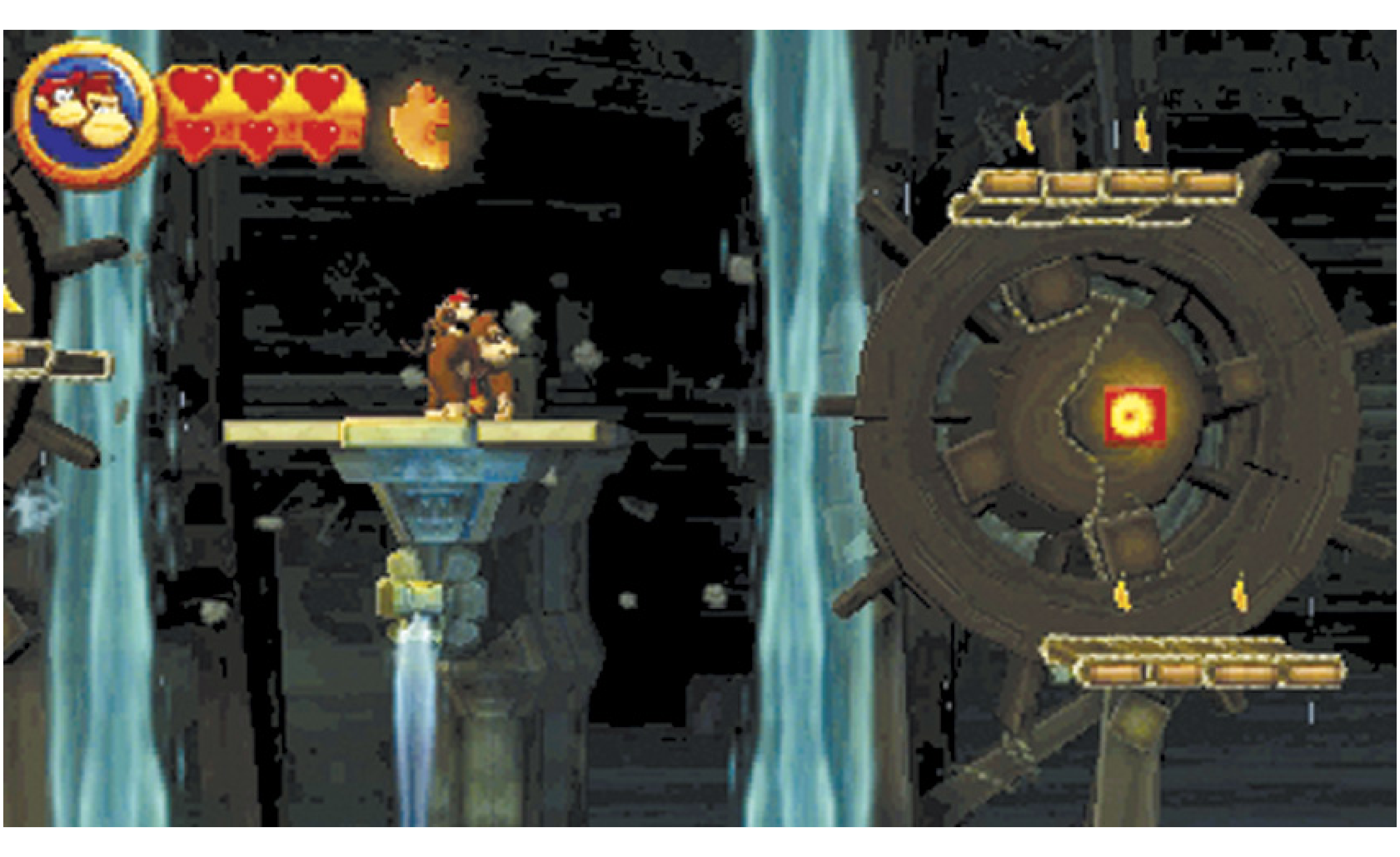
② K Jump onto a grassy layer and climb past leaping Nibbles. Drop onto a K KONG letter and then quickly get off the platform before it falls down. Get back up onto the grassy layer and climb to the right.



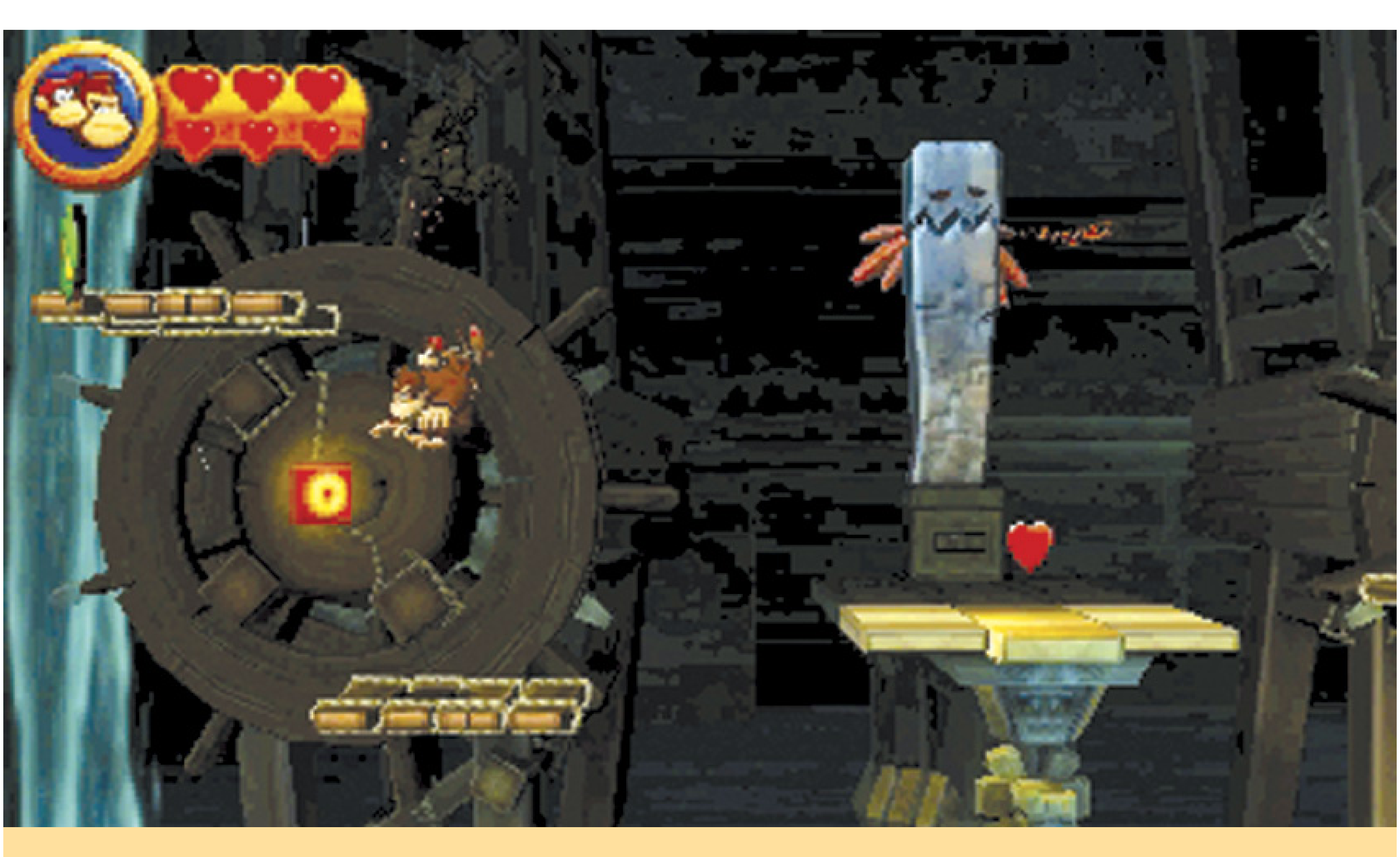
③ After dropping onto solid ground, pound the leafy area to break though a trapdoor and find another Puzzle Piece.



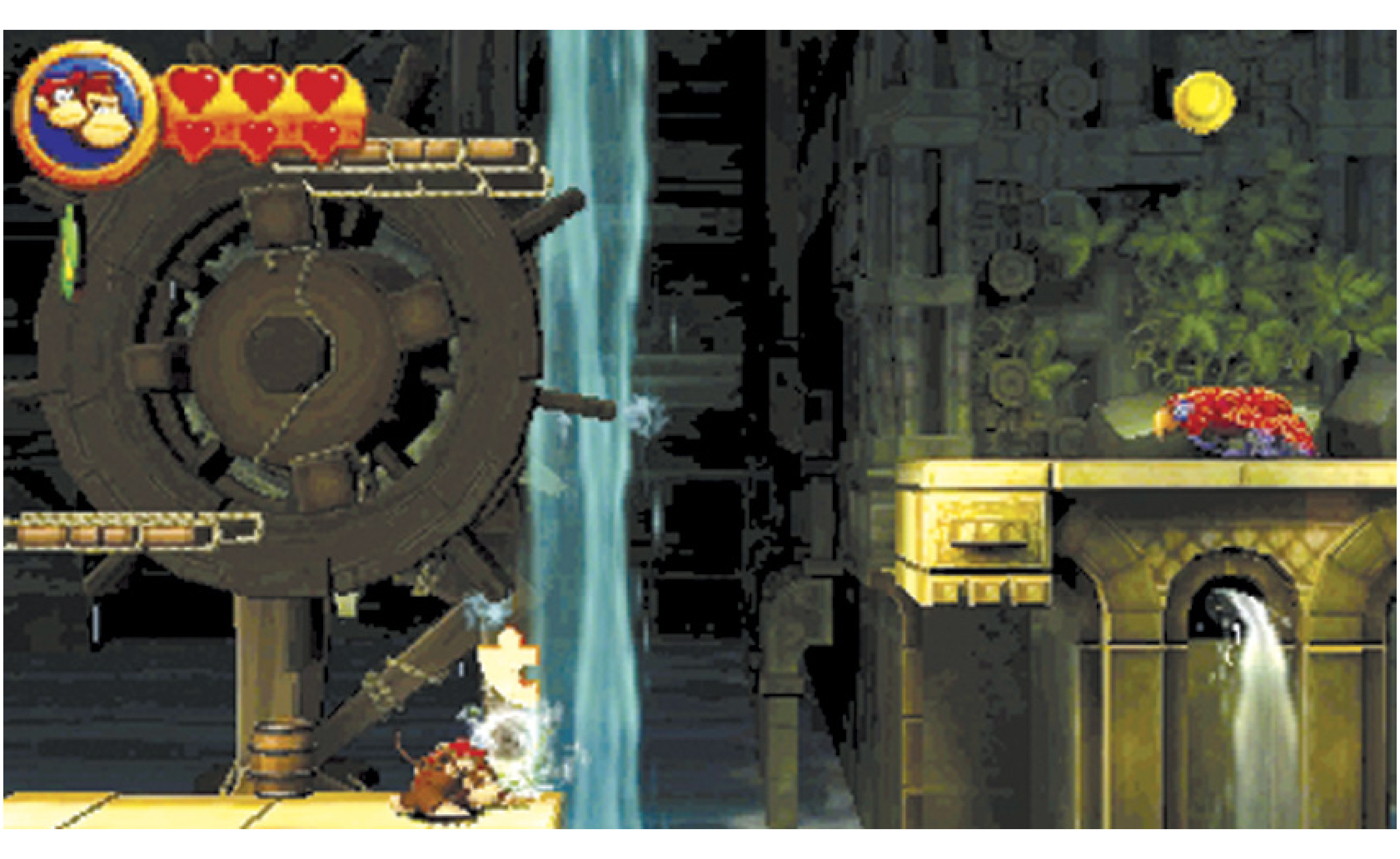
④ Get across a waterwheel to a stone platform, and pound the area near a container to get yet another Puzzle Piece.



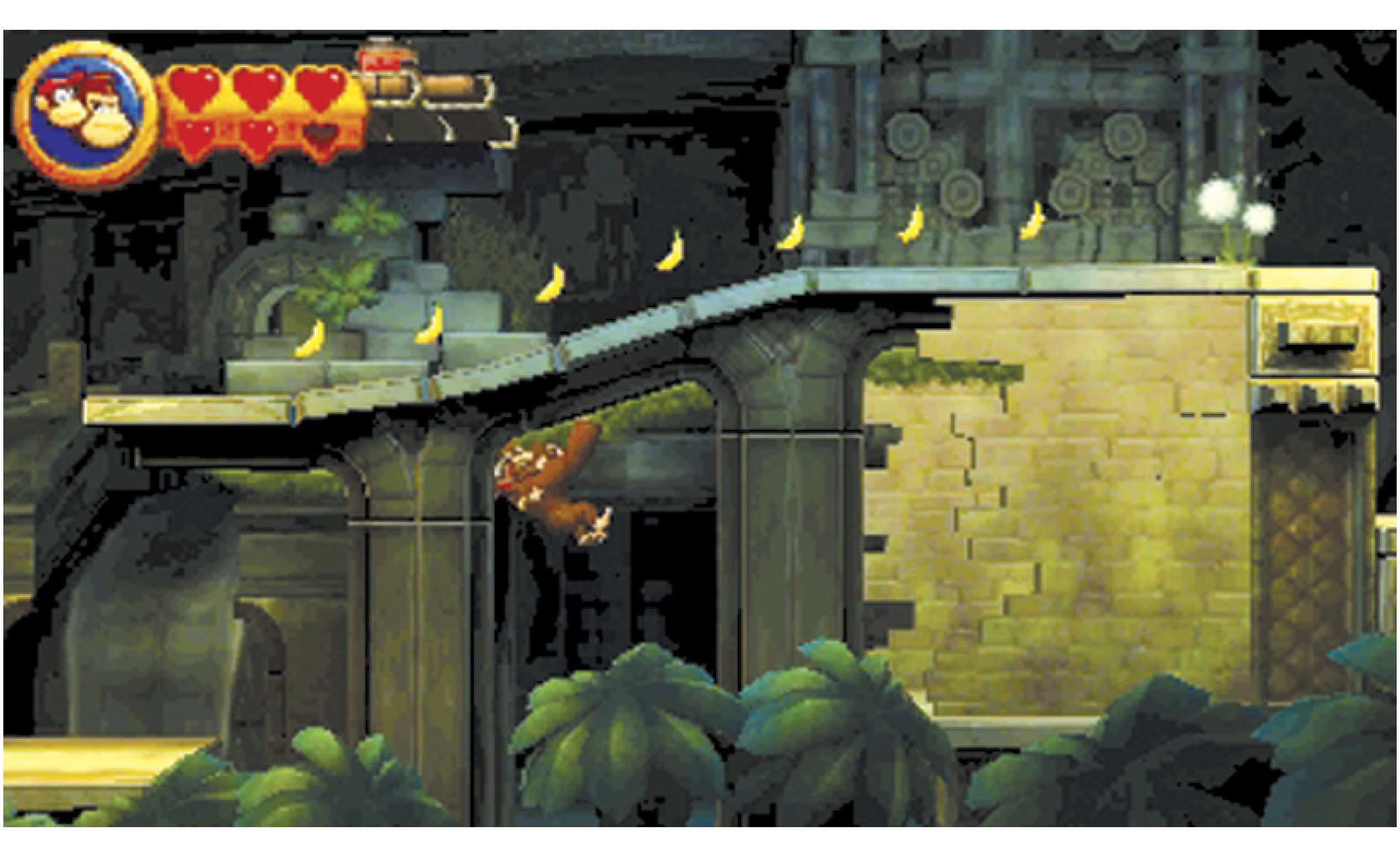
⑤ Jump across a small waterwheel and land on a platform where a Screaming Pillar falls down. Pound the block to get the next Puzzle Piece.



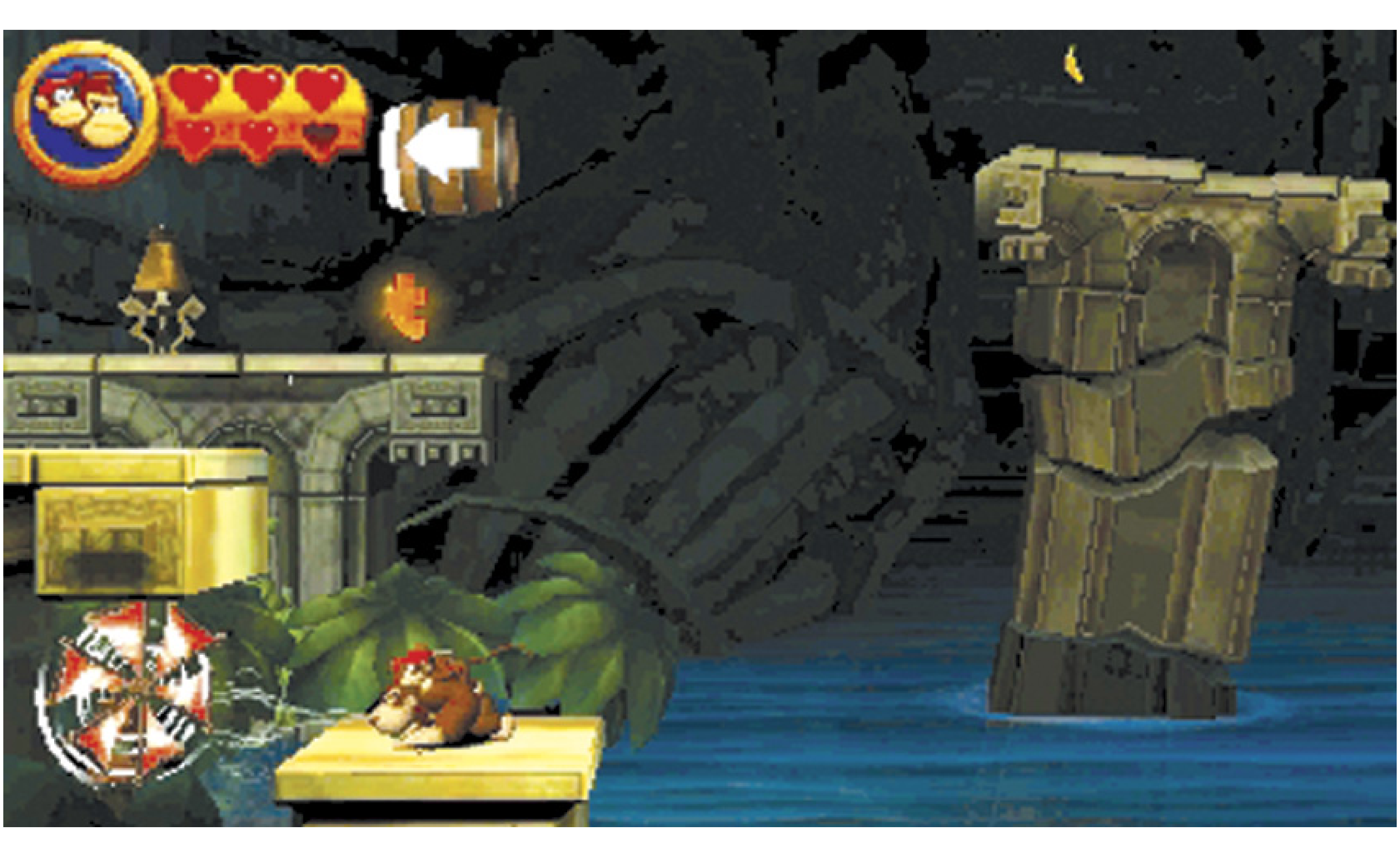
⑥ O Jump across to the next small waterwheel. The O KONG letter is right in the middle. As you ride underneath it, jump up and grab the letter before jumping on to the next platform on the right.



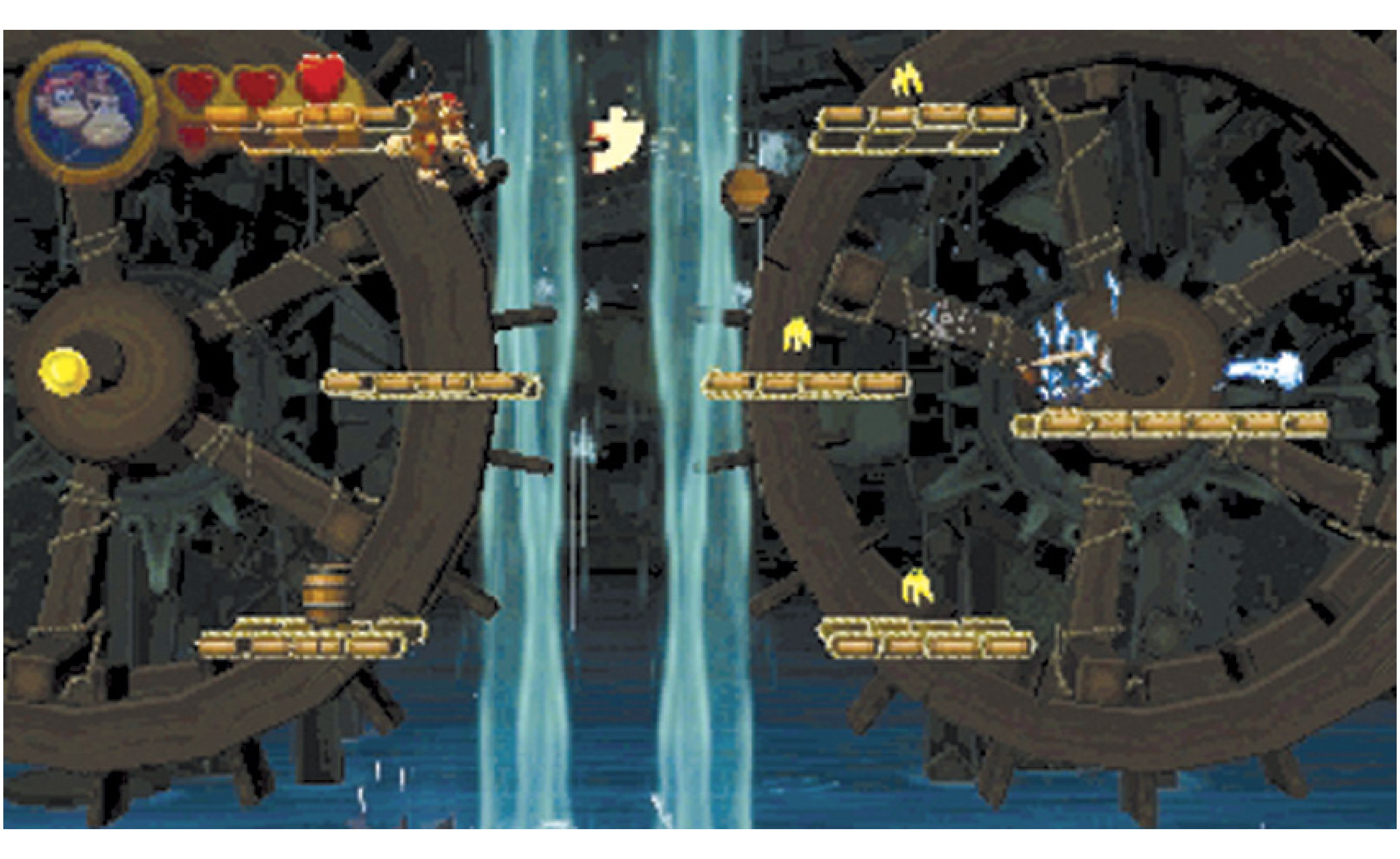
⑦ Jump across to a fast spinning waterwheel and drop to the platform beneath it. Blow on the dandelion to get a Puzzle Piece.



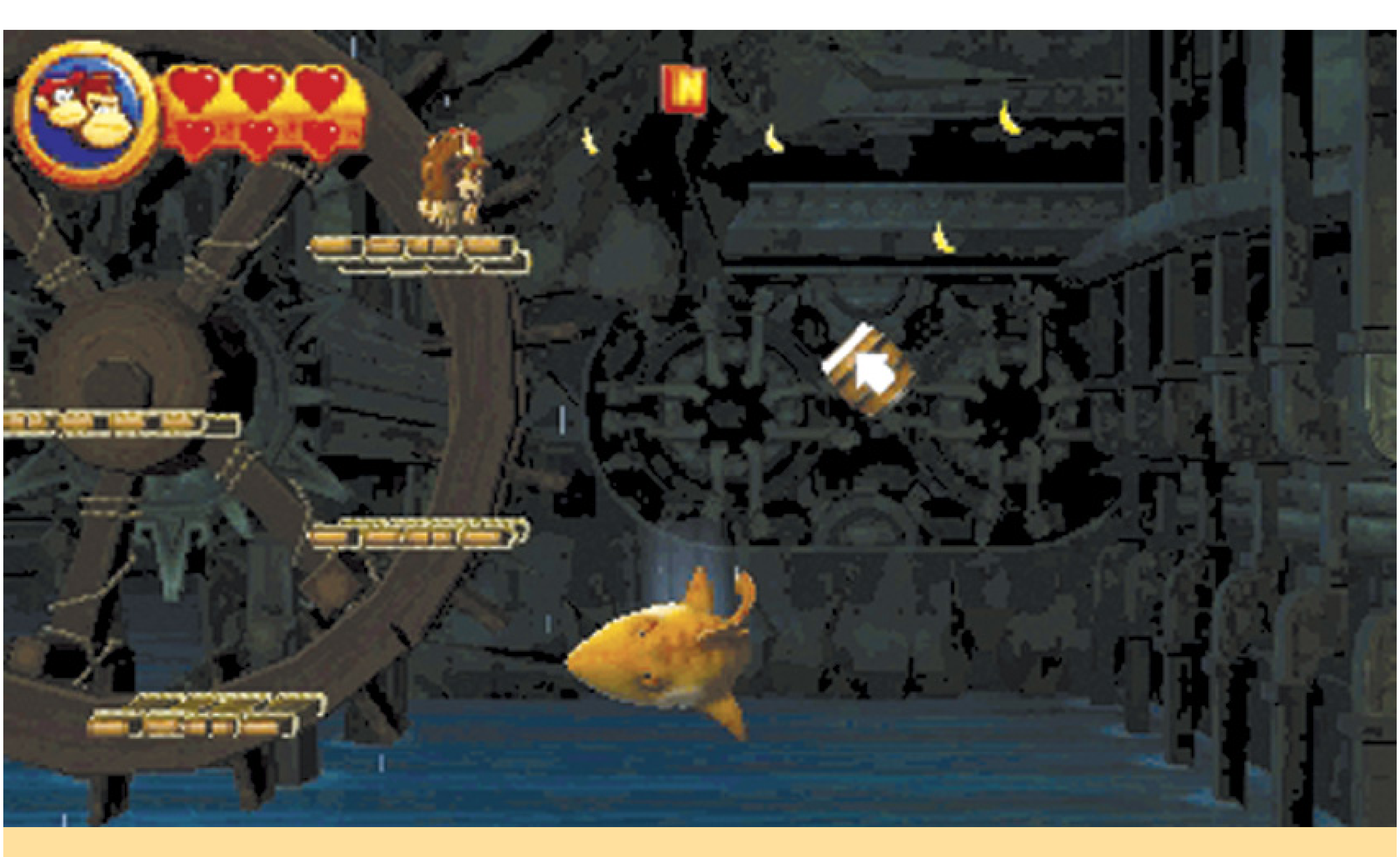
⑧ Continue past the checkpoint and then drop to a lower platform. Jump across to the right and grab on to a grassy layer. Climb along it to the right to enter a bonus area. Collect all of the coins and bananas to earn a Puzzle Piece.



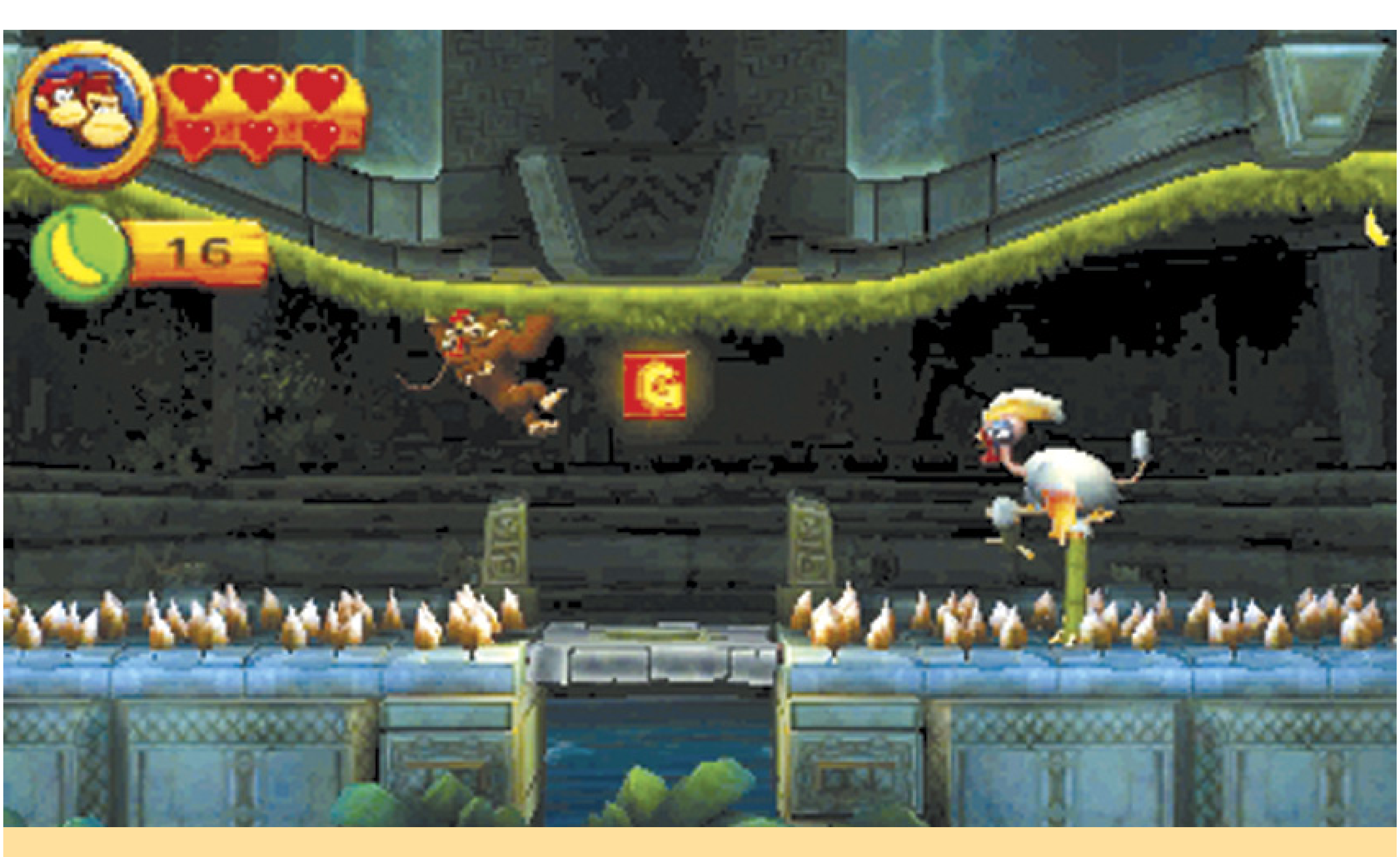
⑨ After exiting the bonus area, jump to a higher platform to get a DK Barrel and then move right. Drop onto a lower platform at the end and blow on a windmill to raise a platform in the background. This platform has a Puzzle Piece on it. After shooting yourself out of the barrel, you land on a collapsing platform. As soon as you land, run to the left and hover-jump across to the Puzzle Piece. Then pound the container to reveal a barrel that will shoot you across to the next platform on the right.



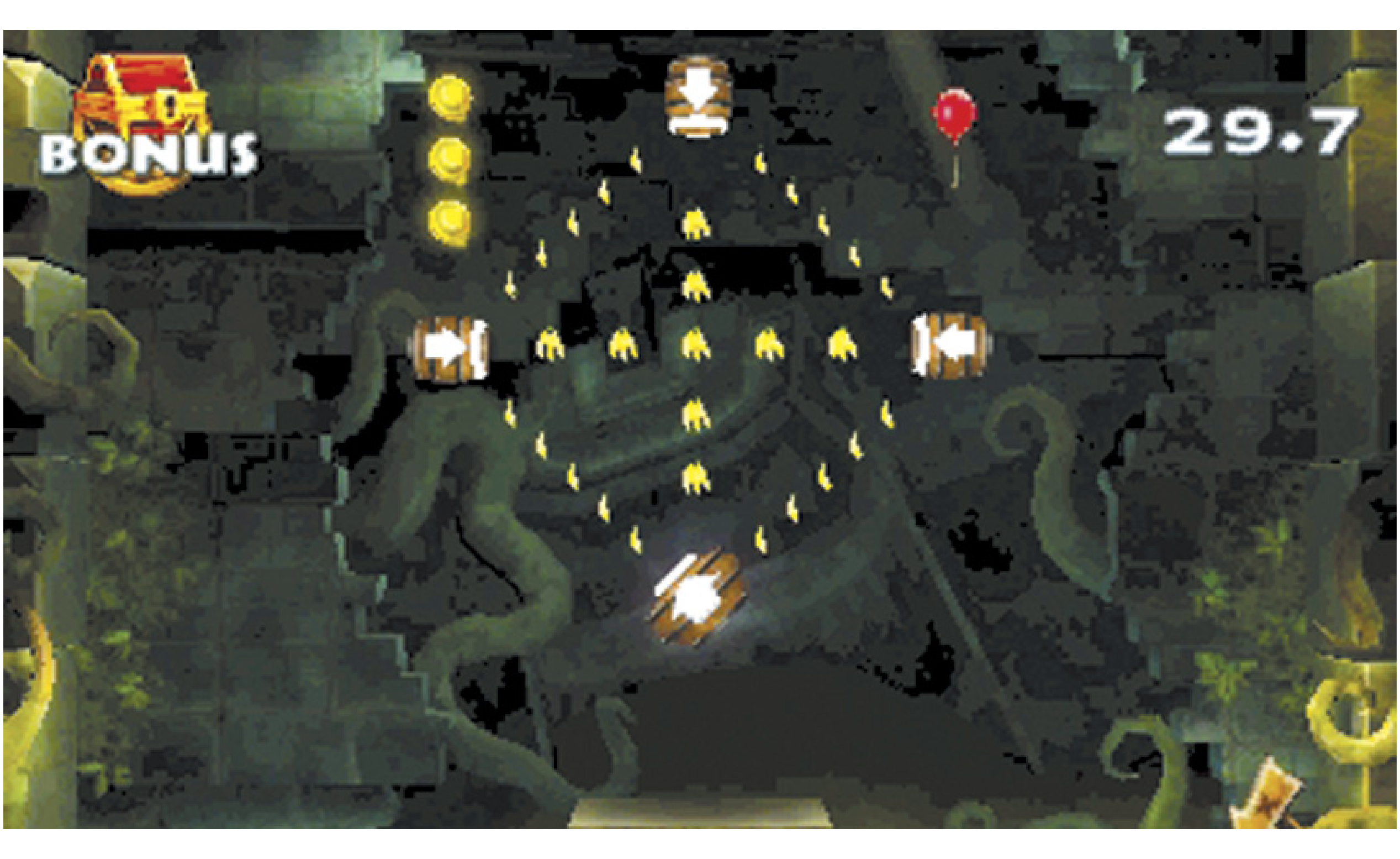
⑩ As you encounter some large waterwheels again, pick up a barrel and carry it across to the last one. Throw it at a bag near the wheel's top to release a Puzzle Piece.



⑪ N Now you can get the N KONG letter after riding one of the waterwheel platforms to the top right. Grab the letter as you jump across to a barrel, which then shoots you across to some solid platforms.



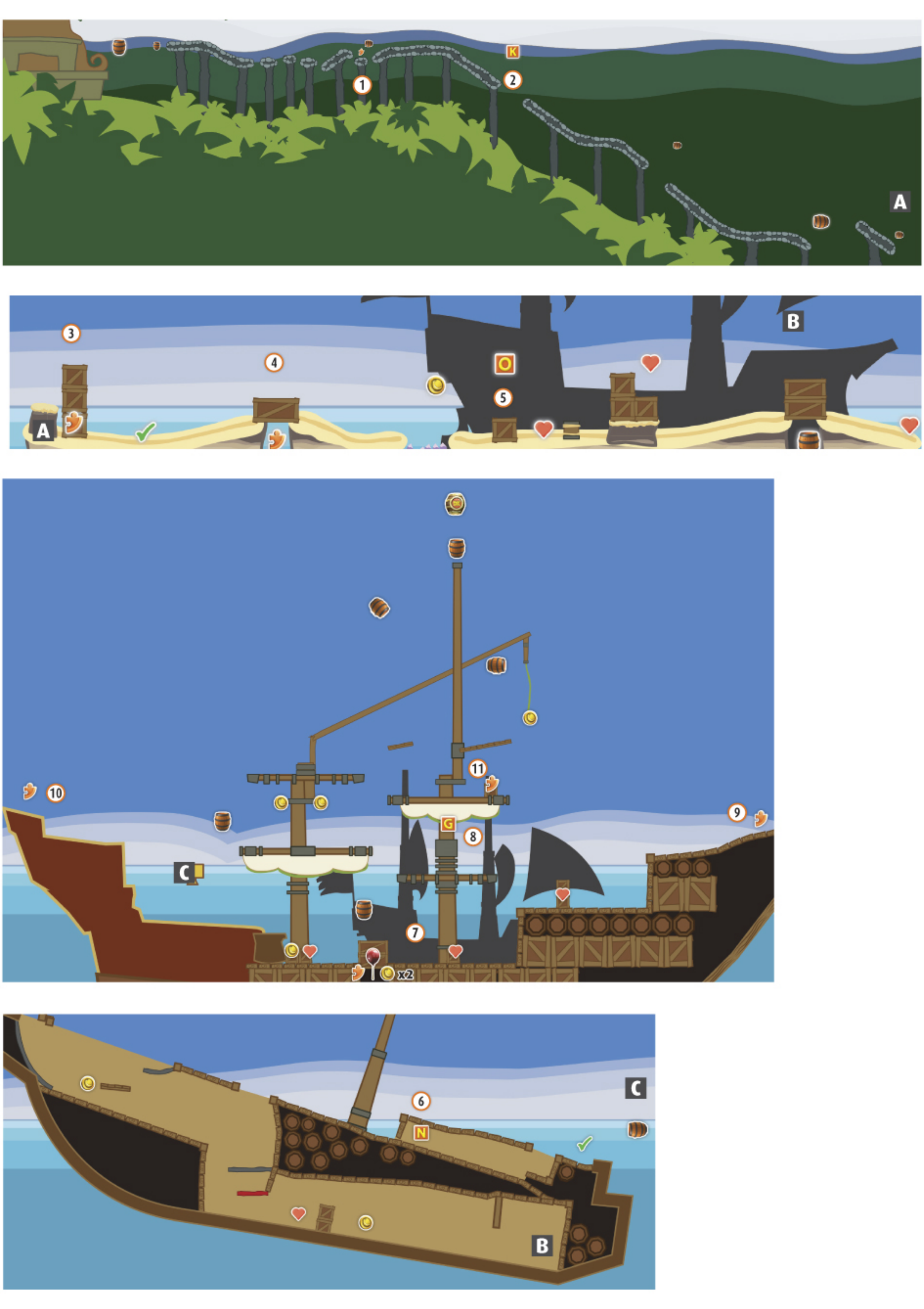
⑫ G Grab on to a grassy layer and climb to the right to get the G KONG letter. Watch out for the Stilts patrolling this area, and don't fall down onto the spikes on the floor.

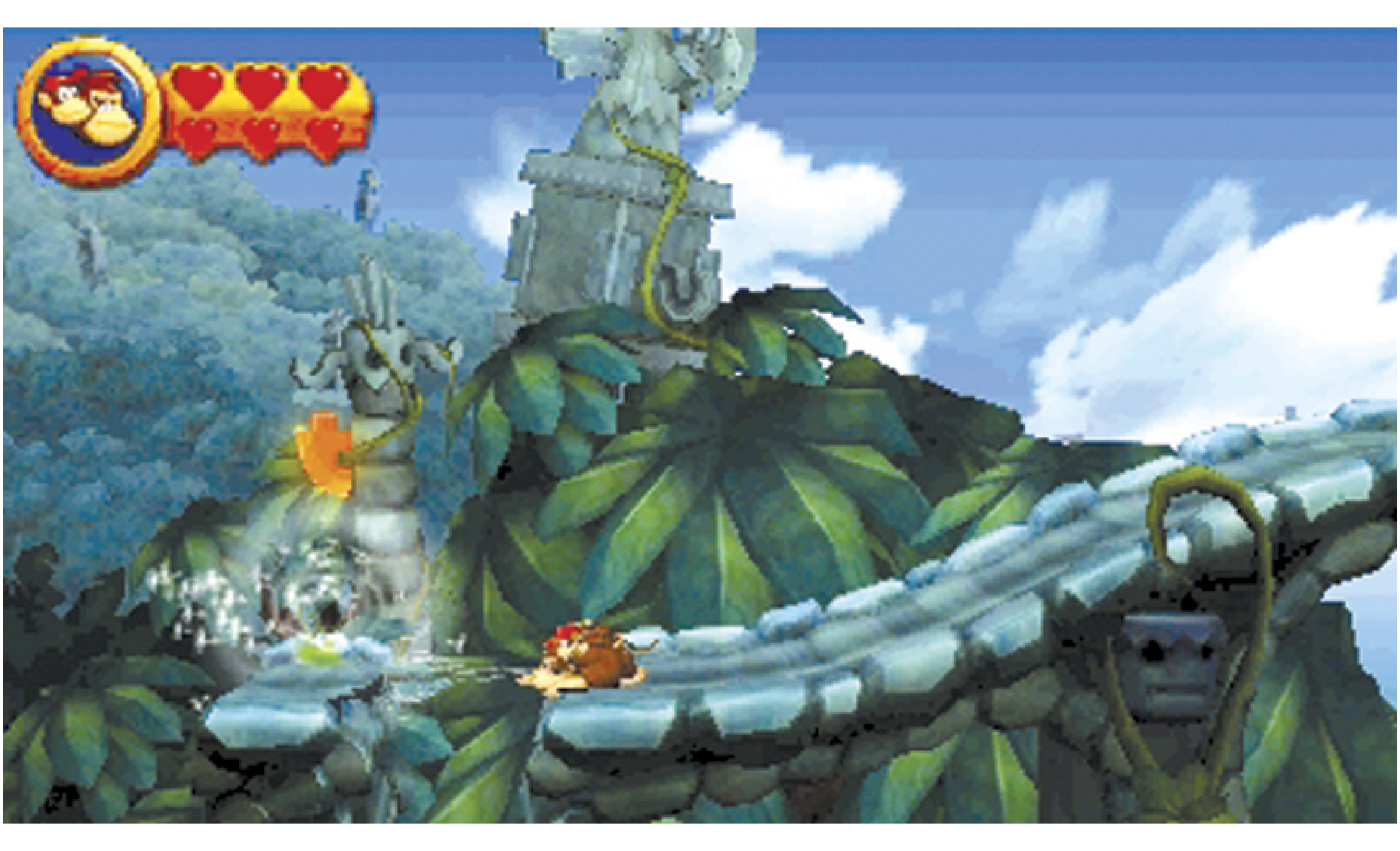


⑬ Right below the G KONG letter, pound the trapdoor to enter a bonus area. Here you have to shoot from barrel to barrel to collect all the items so you can earn the last Puzzle Piece.

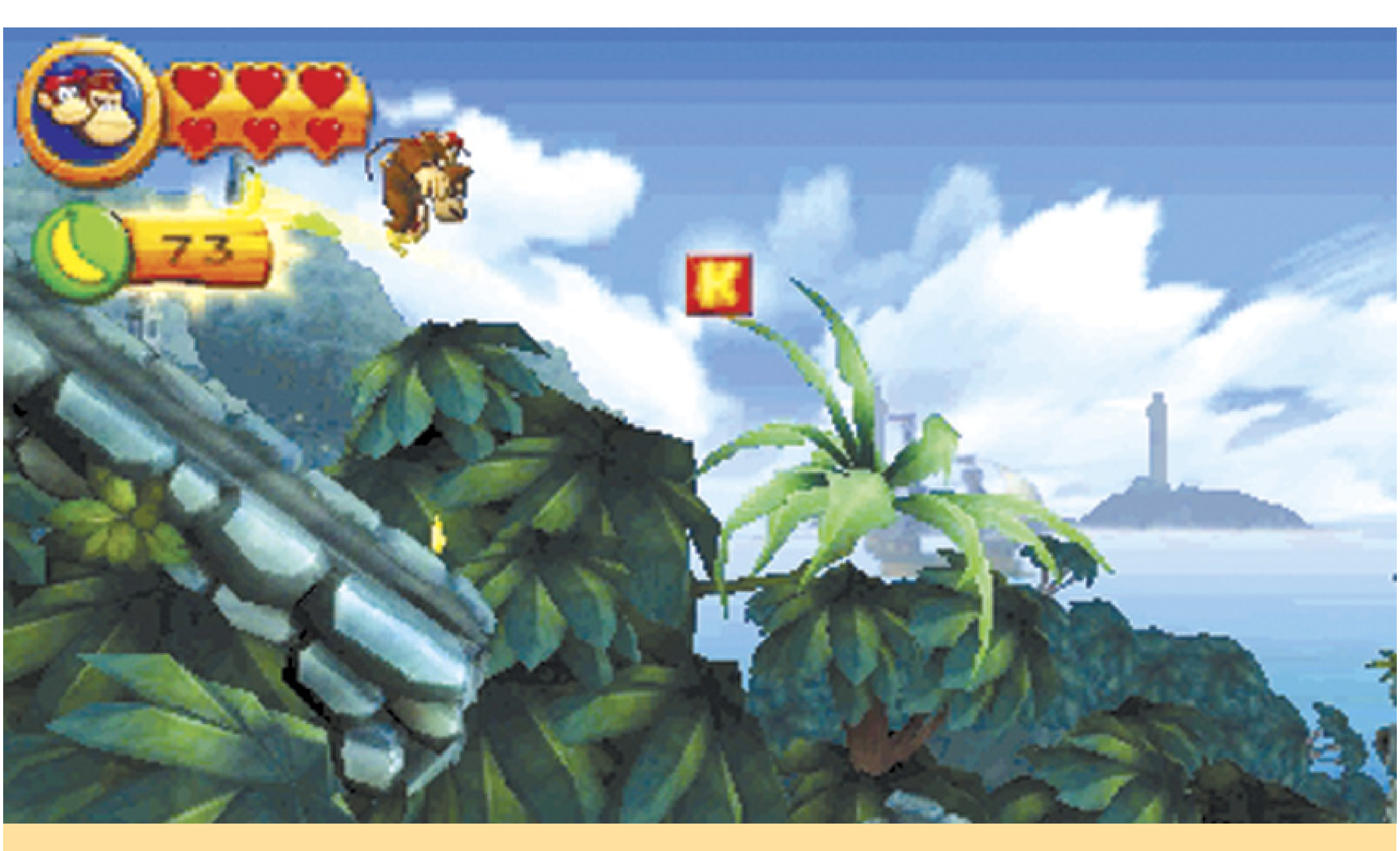
World 3

Mast Blast

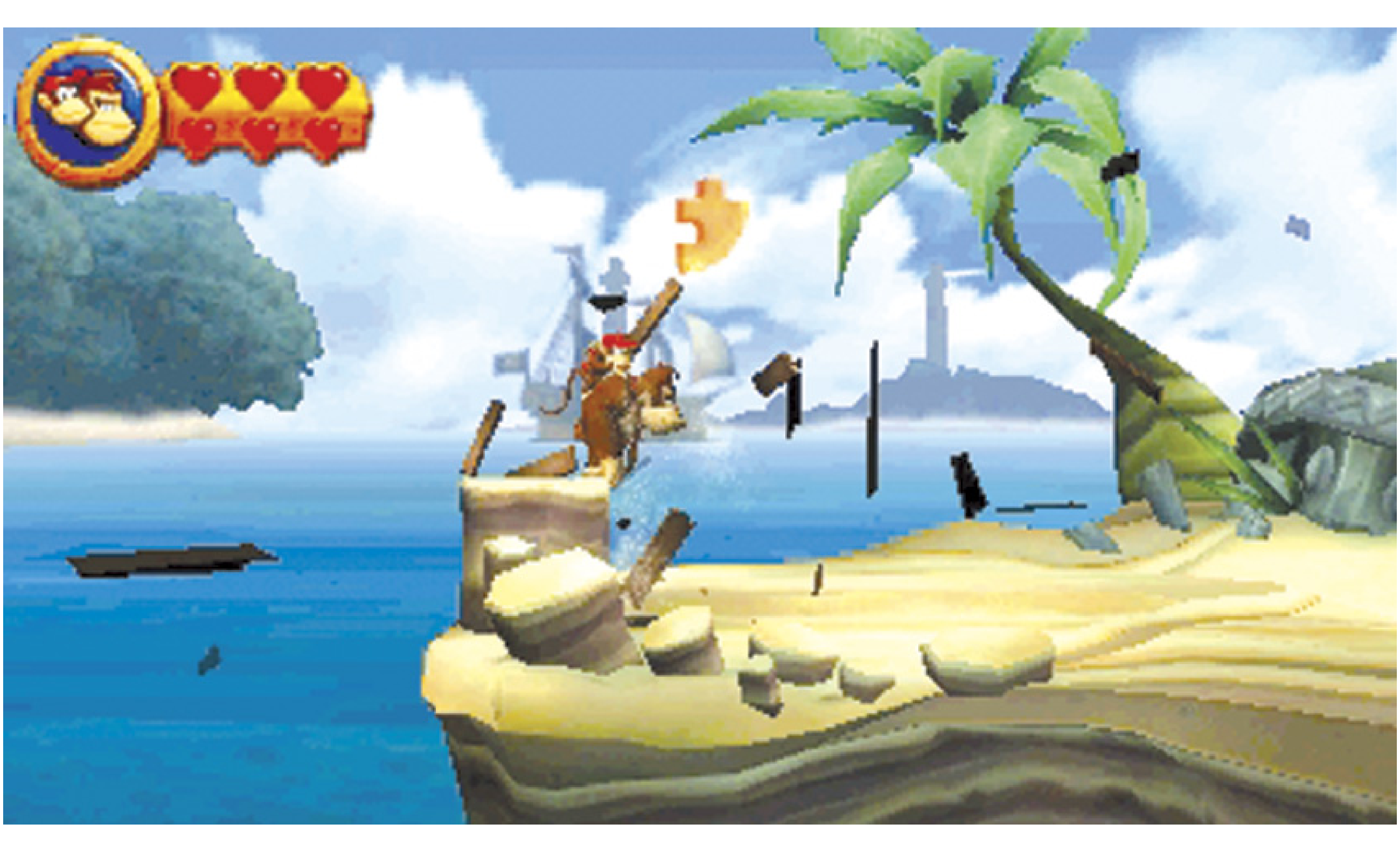




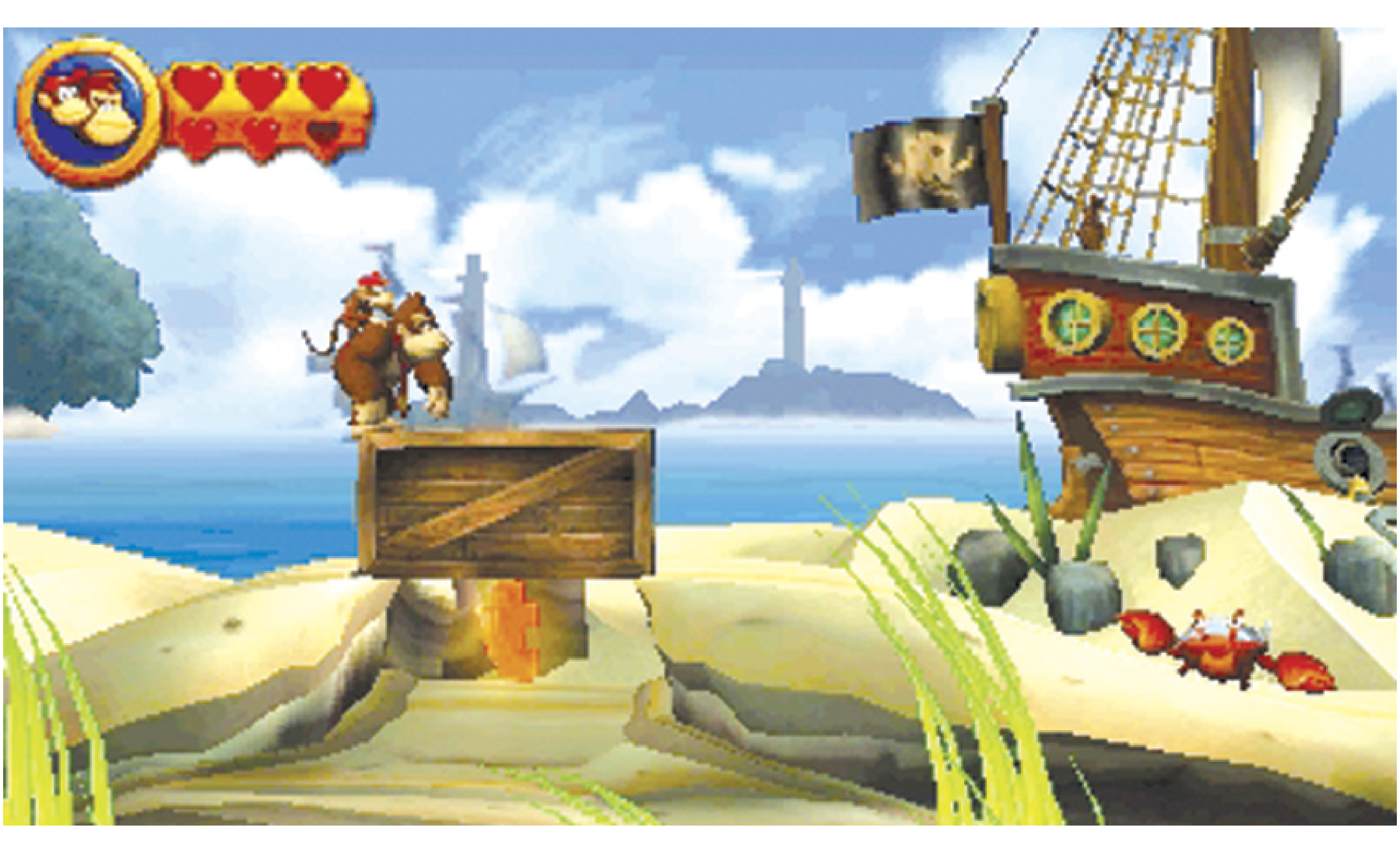
① As you progress through the start of this level, you shoot to the back stony slopes where a Tiki Torch is waiting. Move to the left and jump over to a small platform containing a dandelion. Blow on the flower to release the first Puzzle Piece.



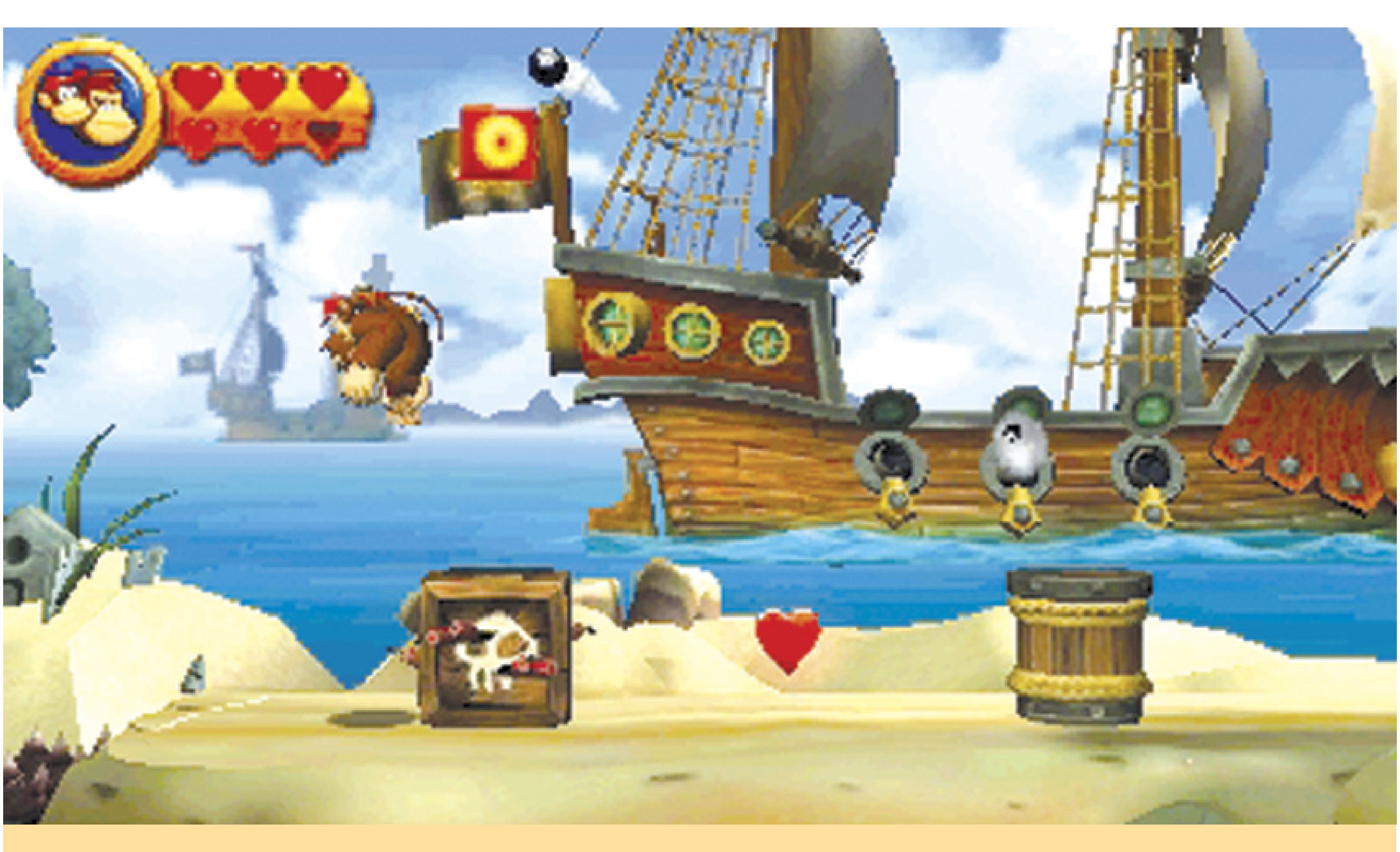
② K Head to the right, and as you are sliding down a slope, jump off and grab the K KONG letter to begin your K-O-N-G collection.



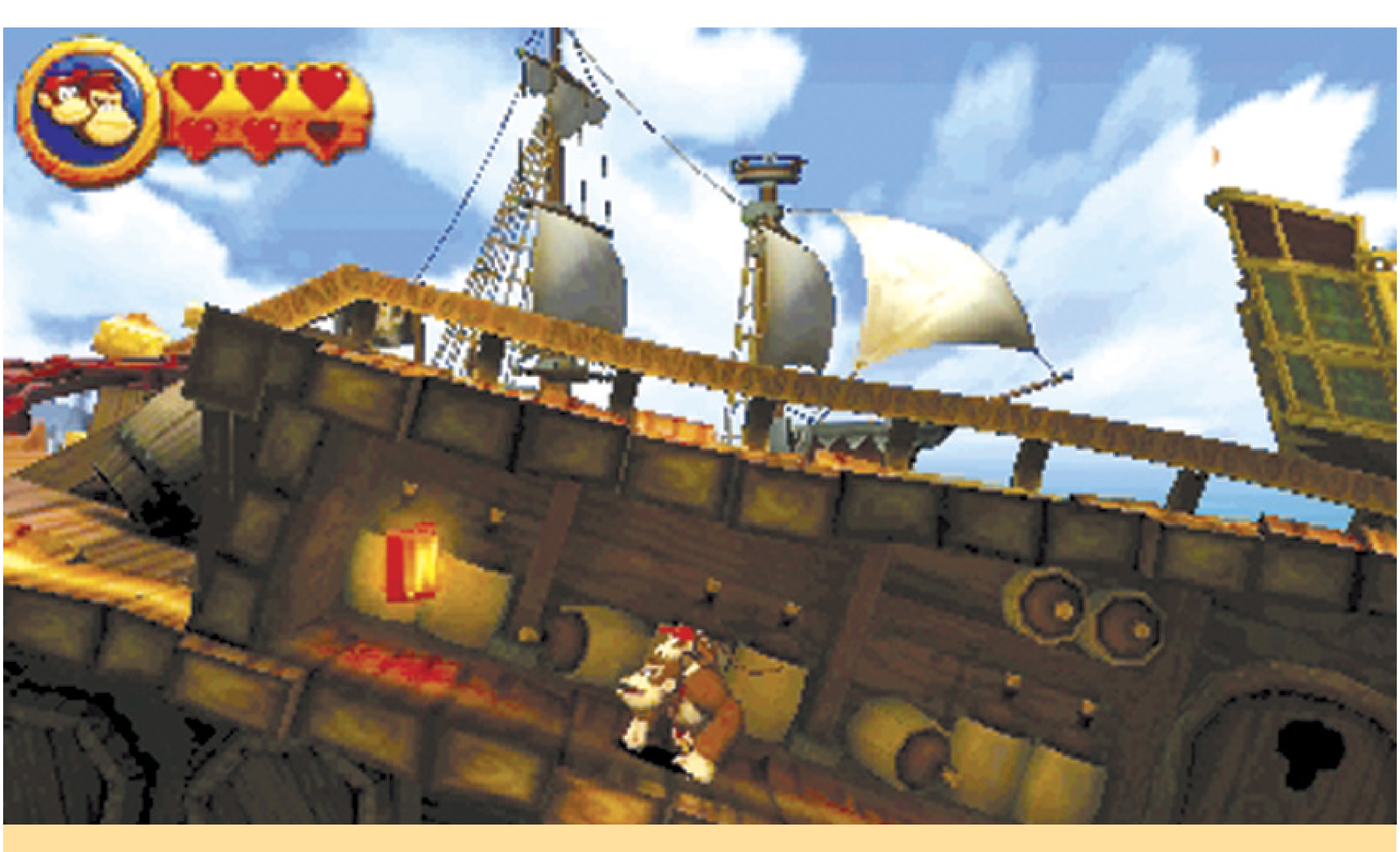
③ Upon arriving on the beach, go past the checkpoint until some Snippys appear; then run to the left. Wait for the Snippys and bounce on them to reach the top of the stack of three crates. Pound them to find a Puzzle Piece inside.



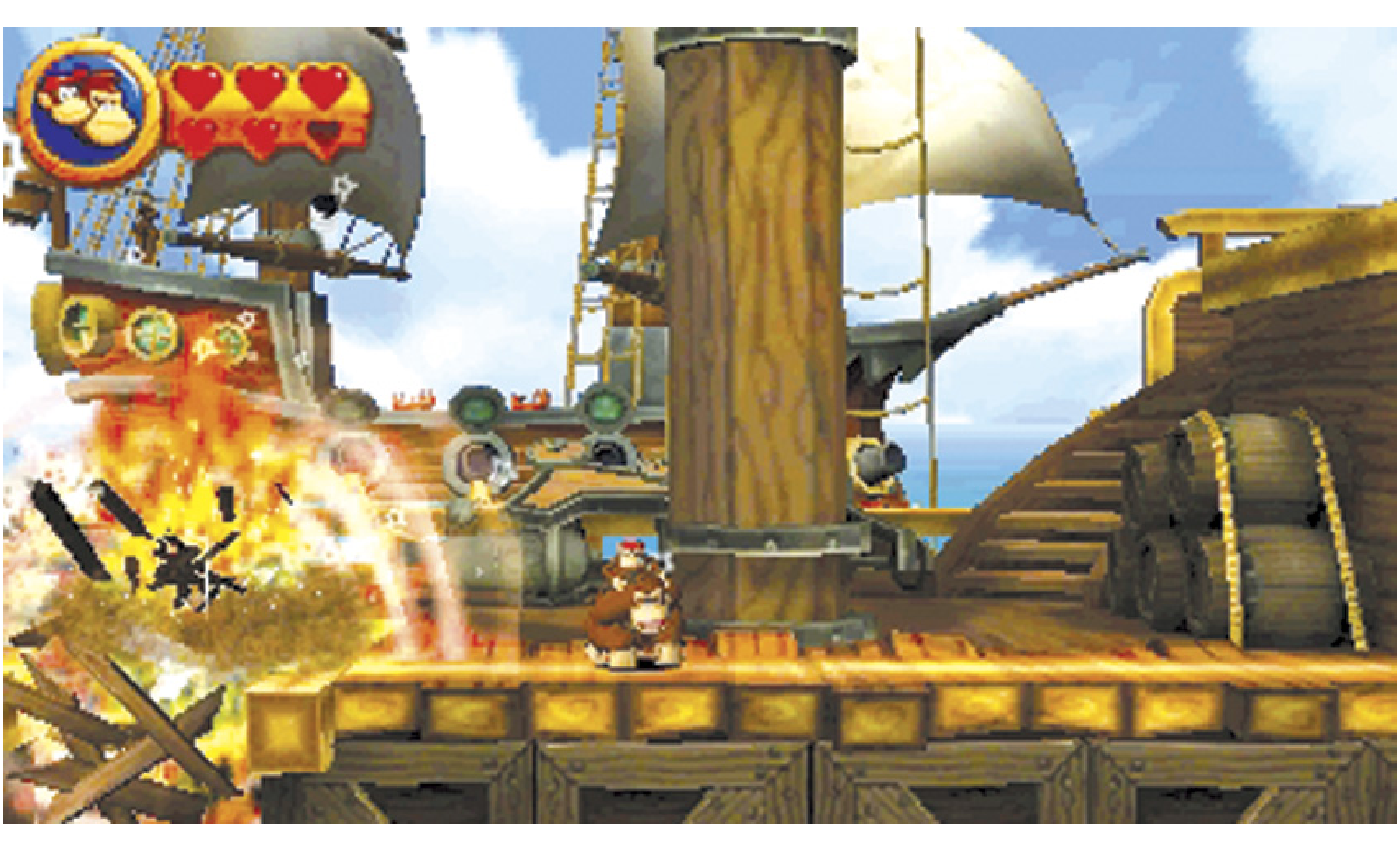
④ Head to the checkpoint's right, and pound a long crate to snag the Puzzle Piece hidden beneath it.



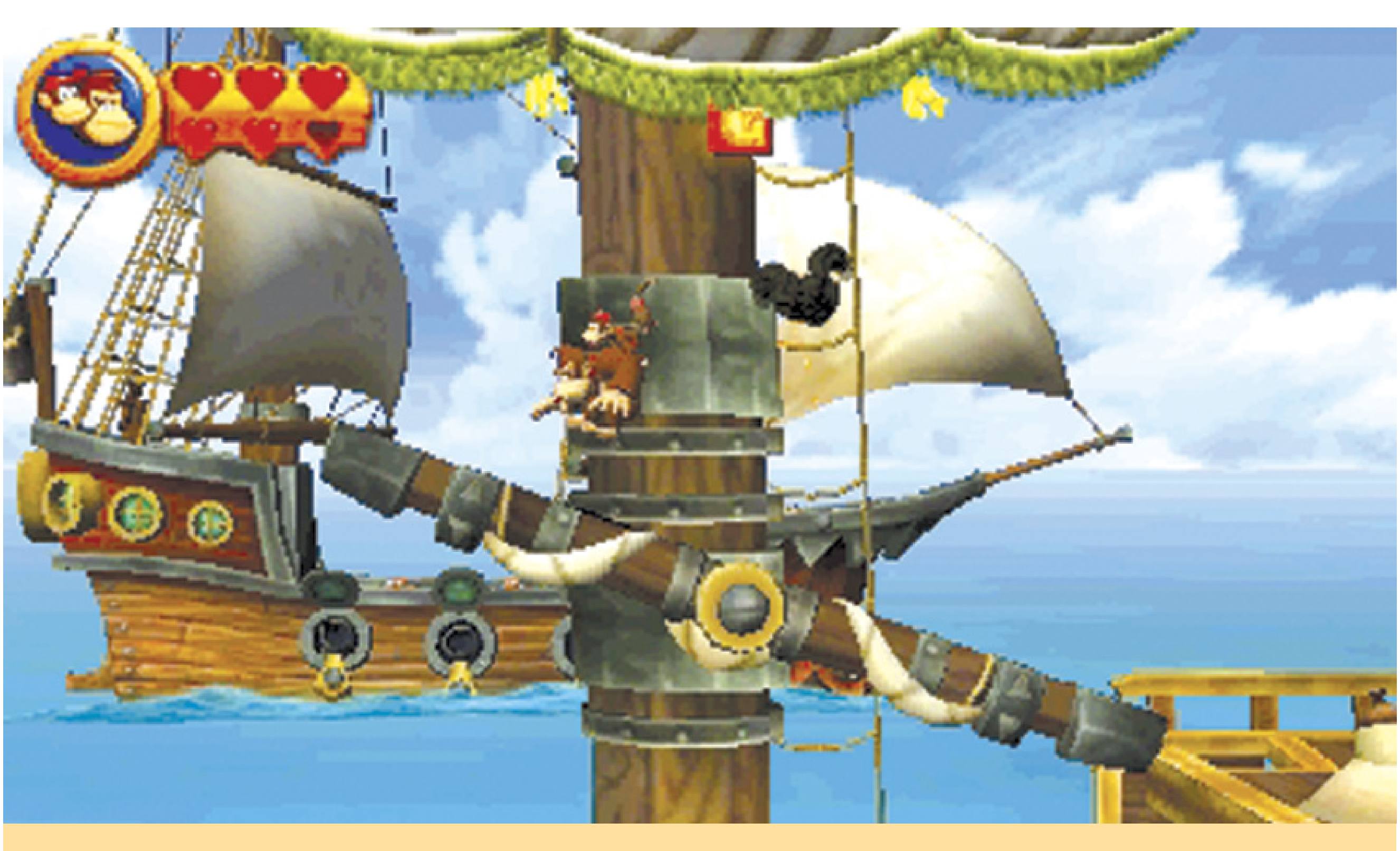
⑤ O Keep going as the pirate ships start firing cannonballs at you. Jump onto the crate of explosives, and leap up to get the O KONG letter before a cannonball destroys the crate and makes this task impossible. Continue to the spot where there are a couple crates. Stand on them until a cannonball heads your way and then move. Once the crates are destroyed, jump down into the barrel and shoot yourself into one of the pirate ships.



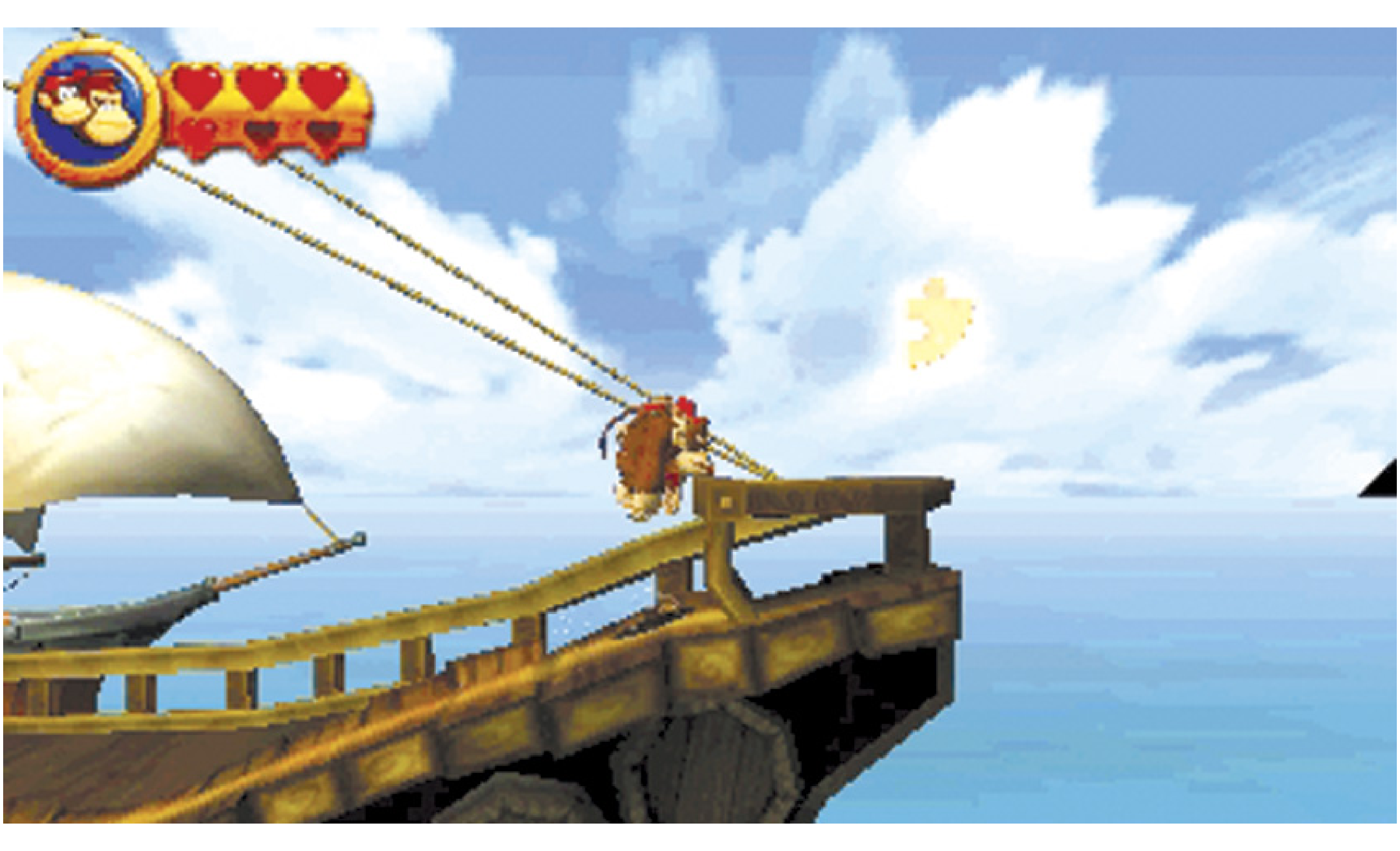
⑥ N Head to the top deck and then to the right. At the checkpoint, pound on the trapdoor to the left to enter an area on the ship. Go left to find the N KONG letter. Return to the checkpoint.



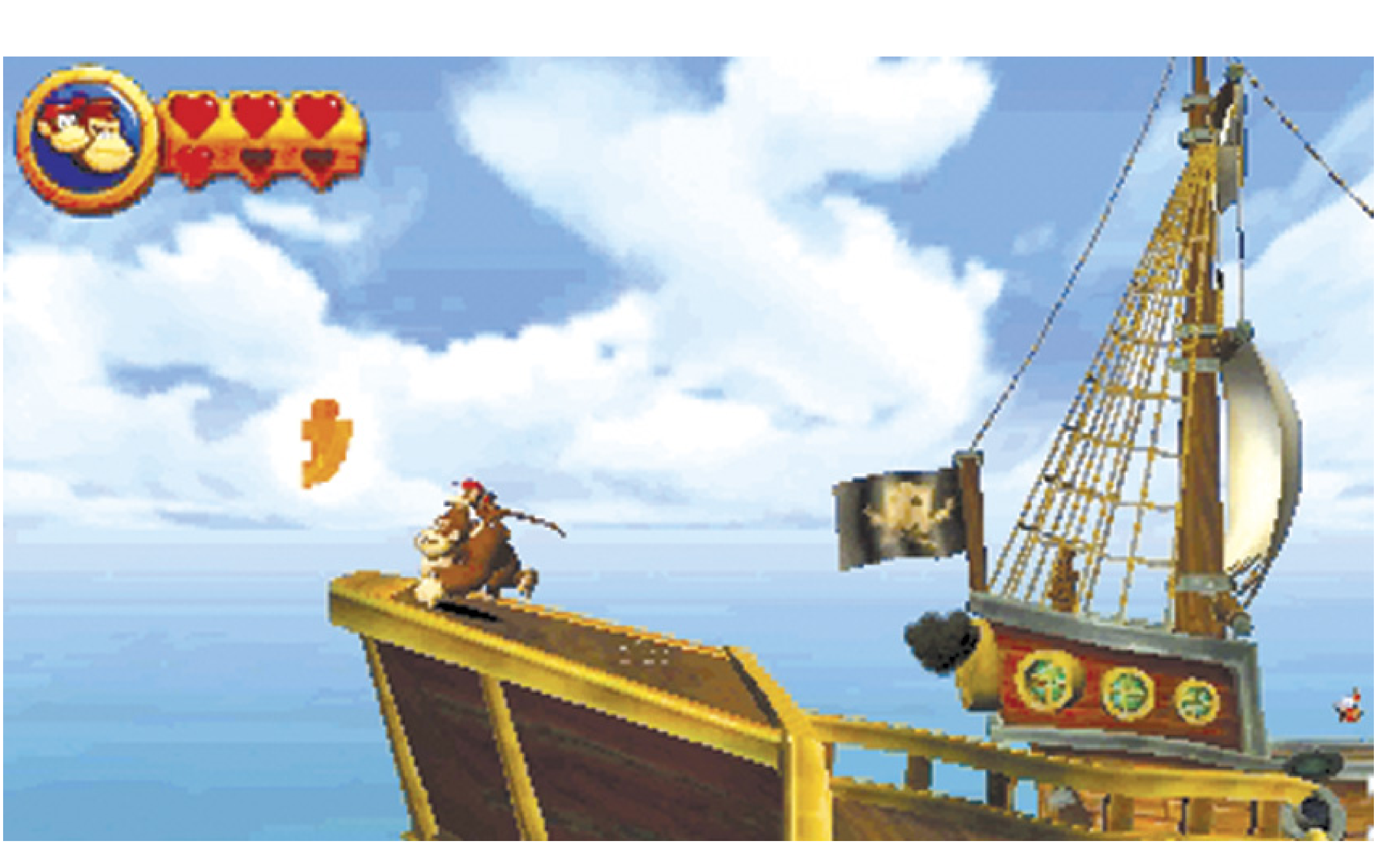
⑦ After shooting yourself onto another ship, roll to the right through some debris and down onto the main deck. Stand on a couple long crates of explosives and wait for cannonballs to blow them up. Then drop into a bonus area. Clear it out and get the Puzzle Piece.



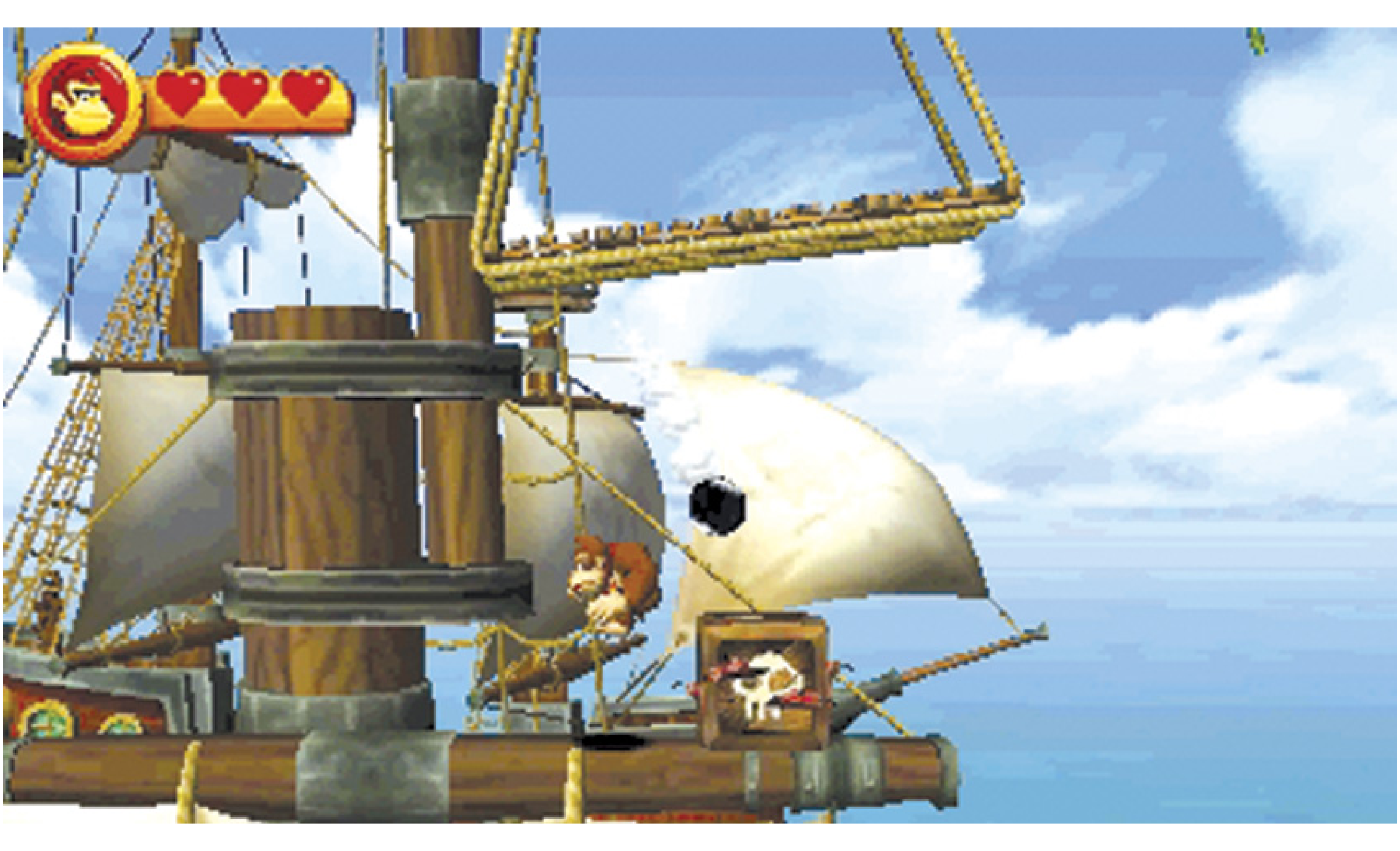
⑧ G Head back to the left and then jump onto a grassy mast. Climb to the right and jump into a barrel that will shoot you onto a tippy mast. Let it tilt one way and then run the other way to jump up and grab another grassy mast. Climb to the side to get the G KONG letter.



⑨ After getting the G KONG letter, leap to the right and go to the front of the ship. You must jump to the higher level to reach the end of the ship. In order to get high enough, wait until a Snippys moves toward you, then jump onto it. Next, jump off of it to reach the higher platform. Go to the far right to find the next Puzzle Piece; then make your way back up onto the masts.



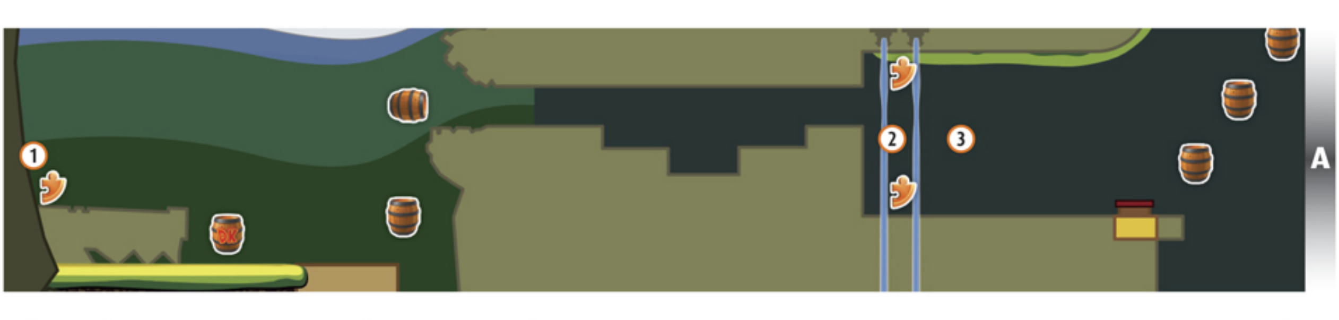
⑩ You shoot up to a higher mast from a barrel to the left, collecting two coins along the way. Hover-jump off the edge to the left to land on the ship's stern and get a Puzzle Piece. Head right and go up the masts again.

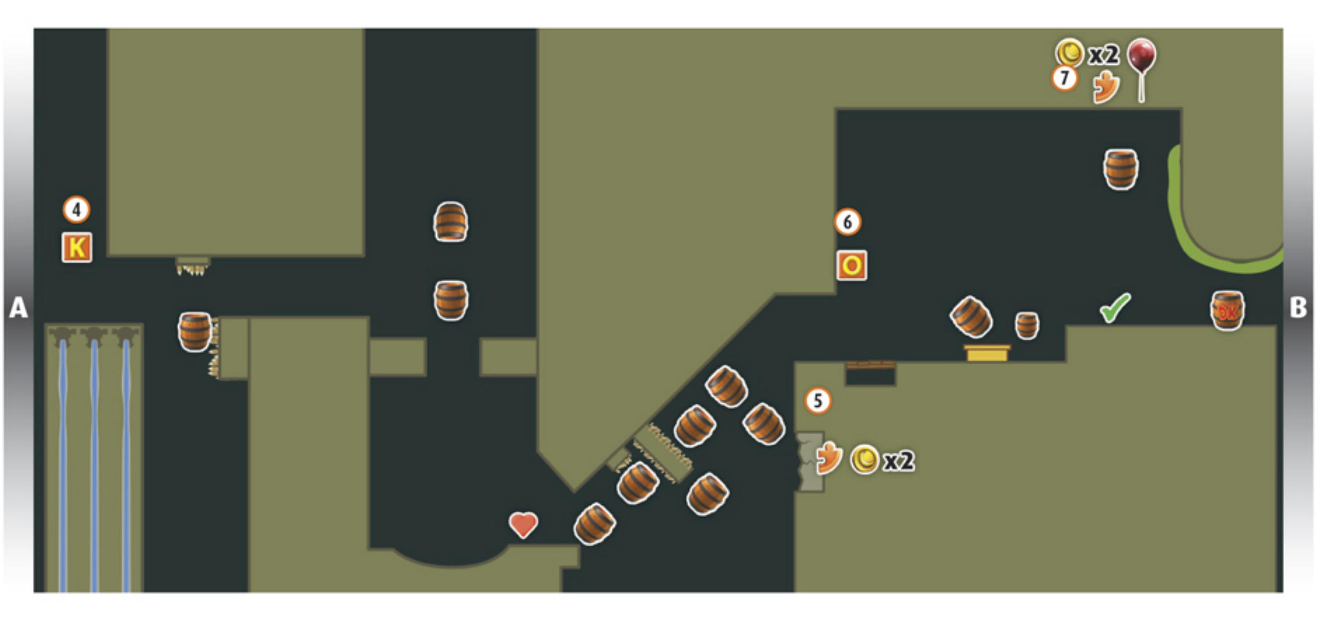


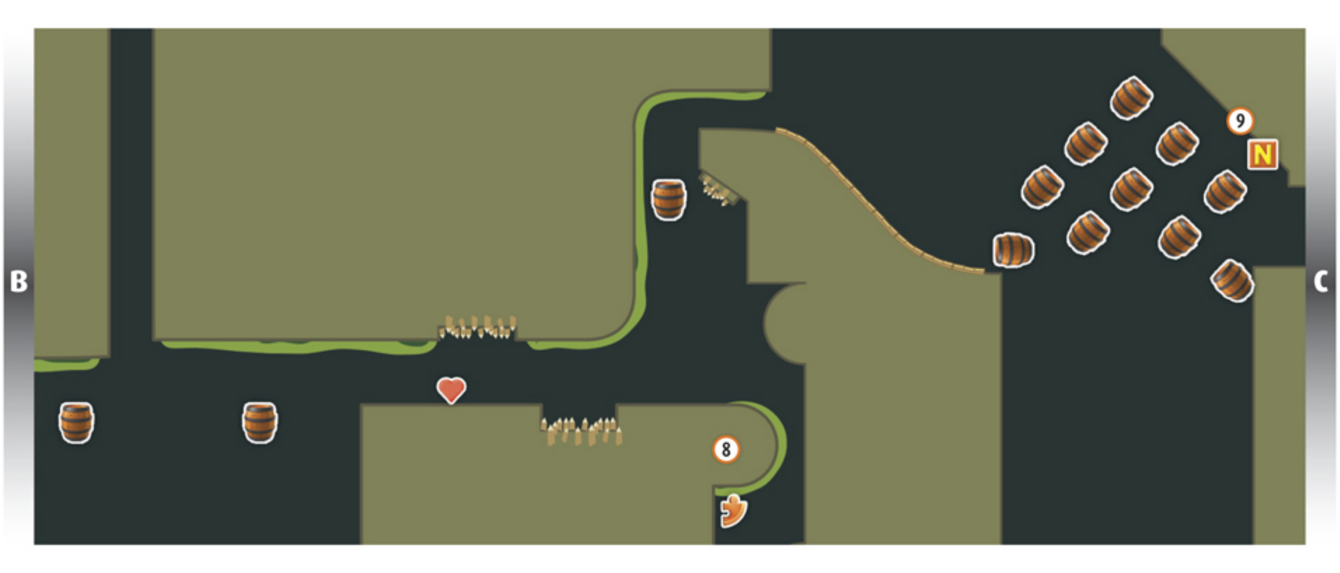
⑪ Get up to this mast where a crate of explosives is positioned. Wait for a cannonball to come and then move out of the way. When the crate blows, it will reveal a Puzzle Piece. Grab it and then climb to the top. You will be taken to the Slot-Machine Barrel where you can complete the level.

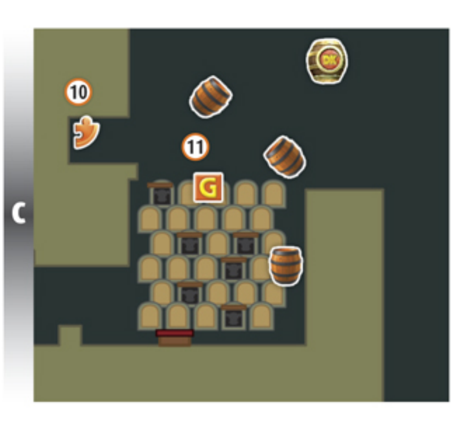
World 3

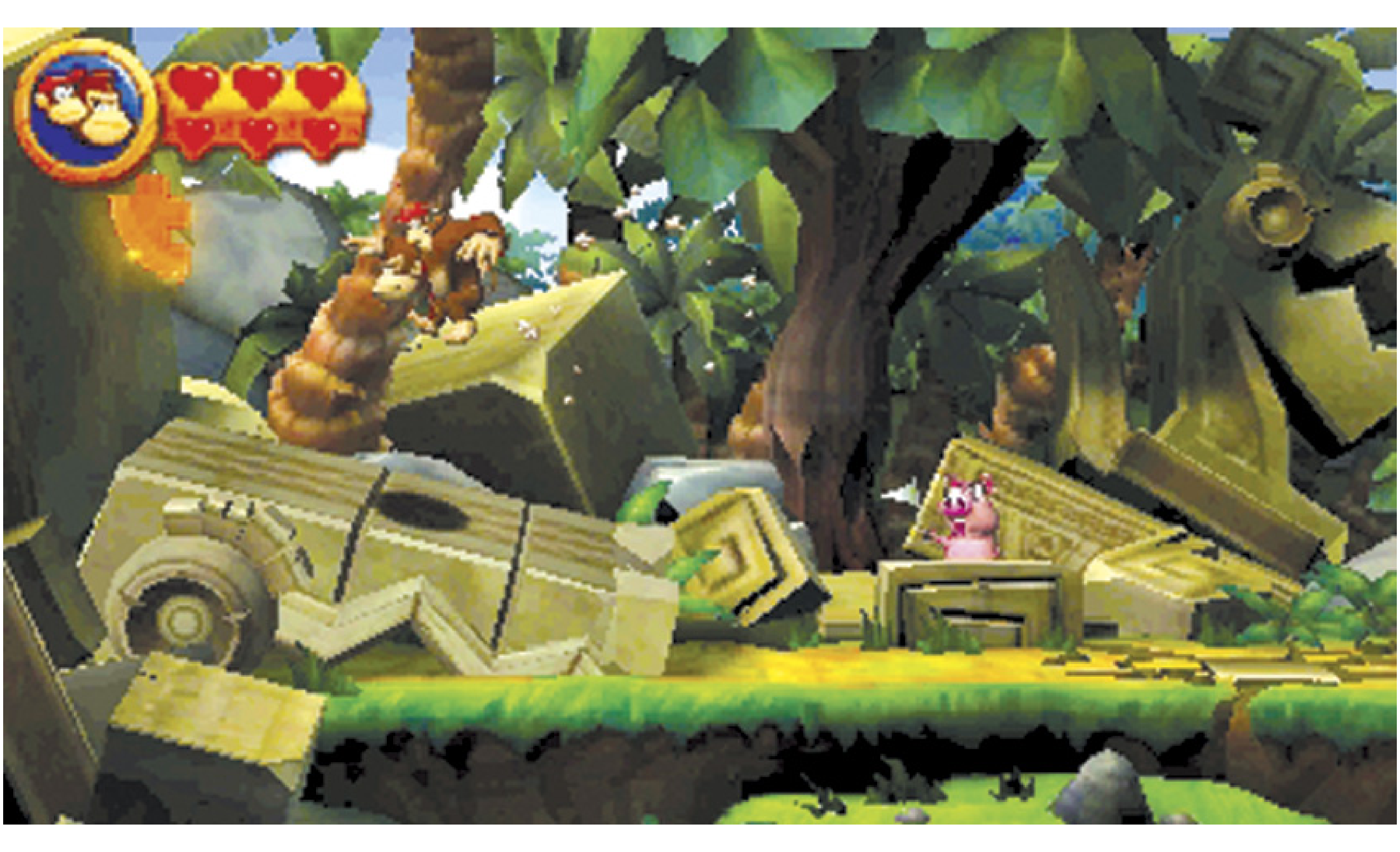
Button Bash



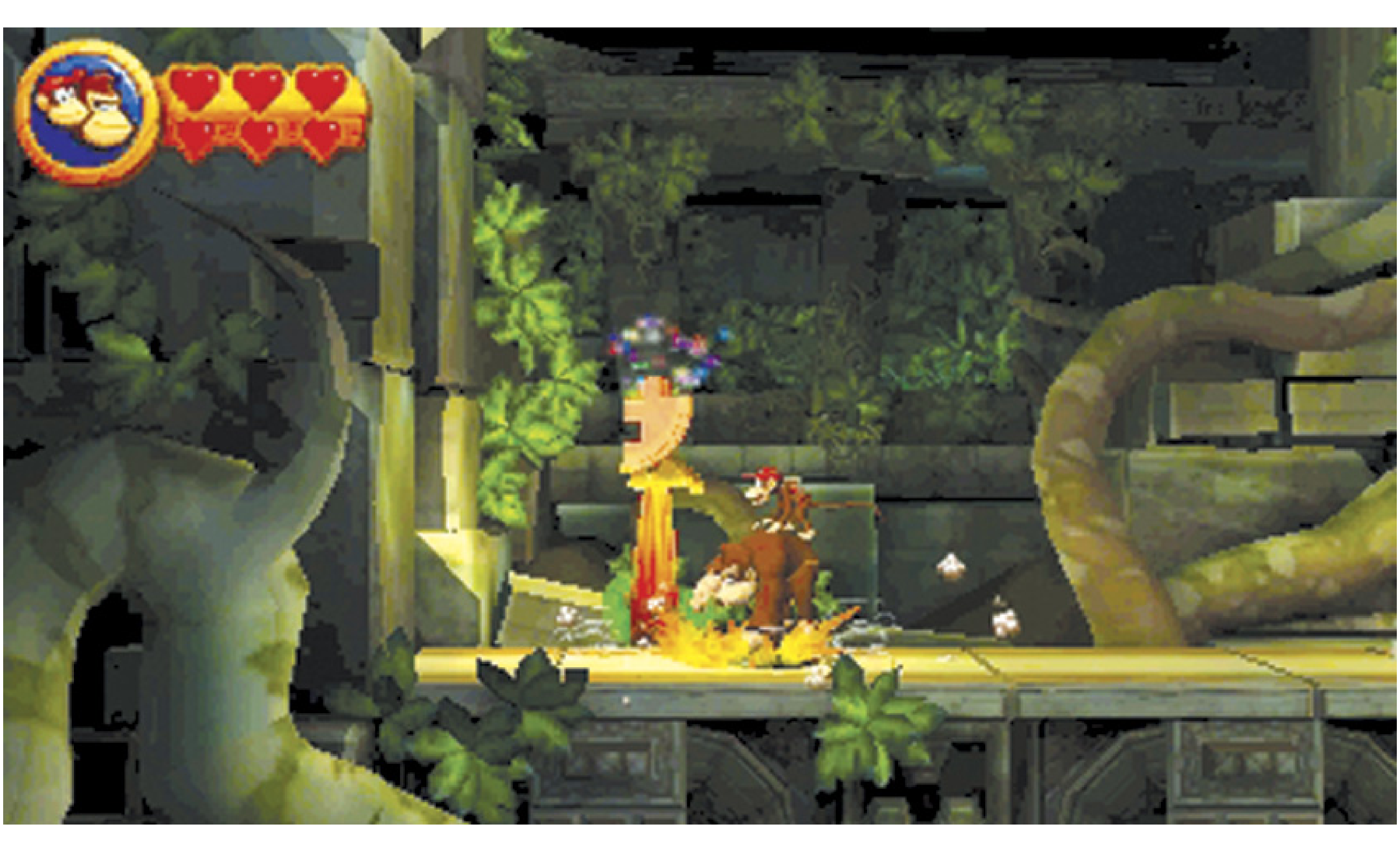




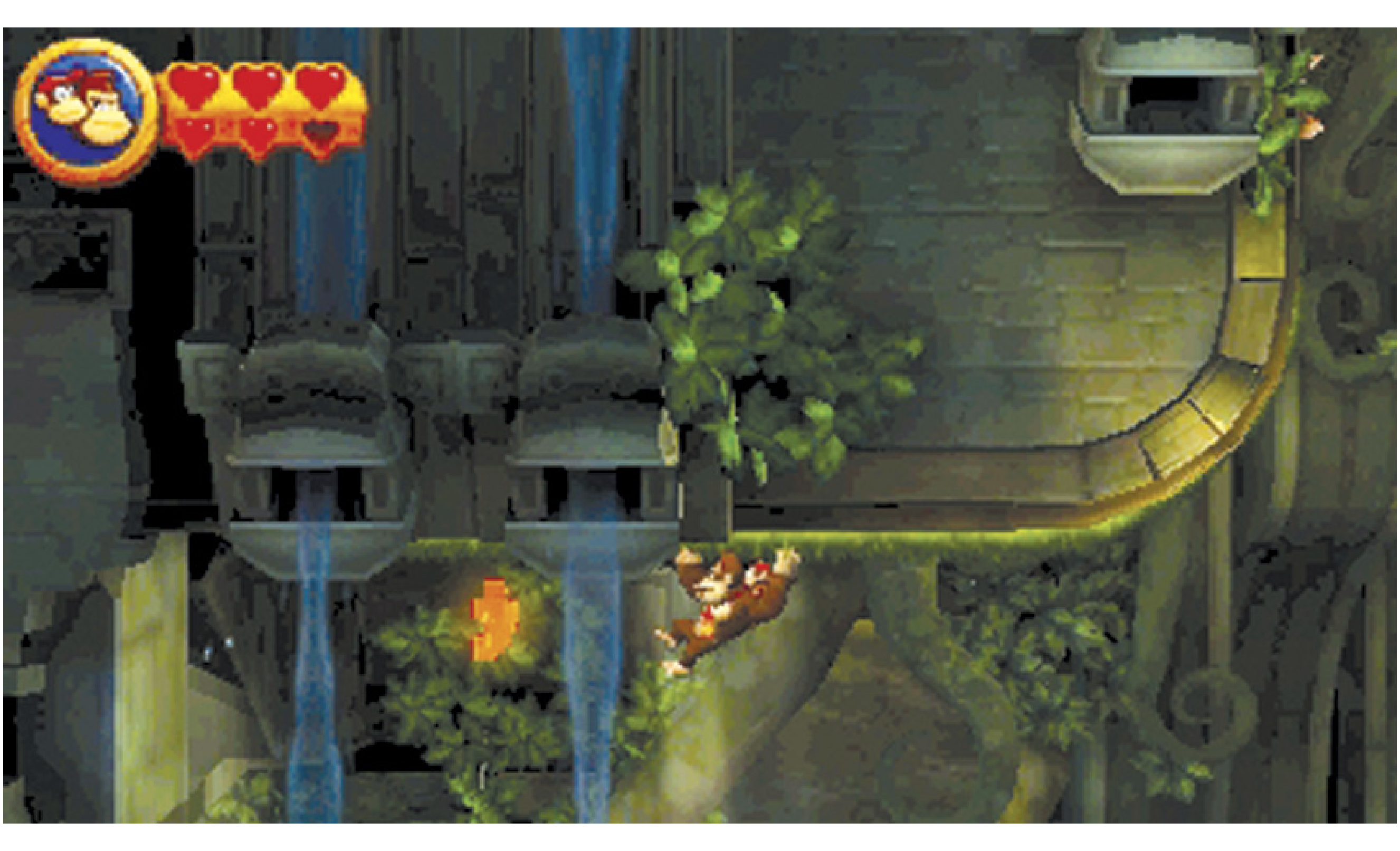




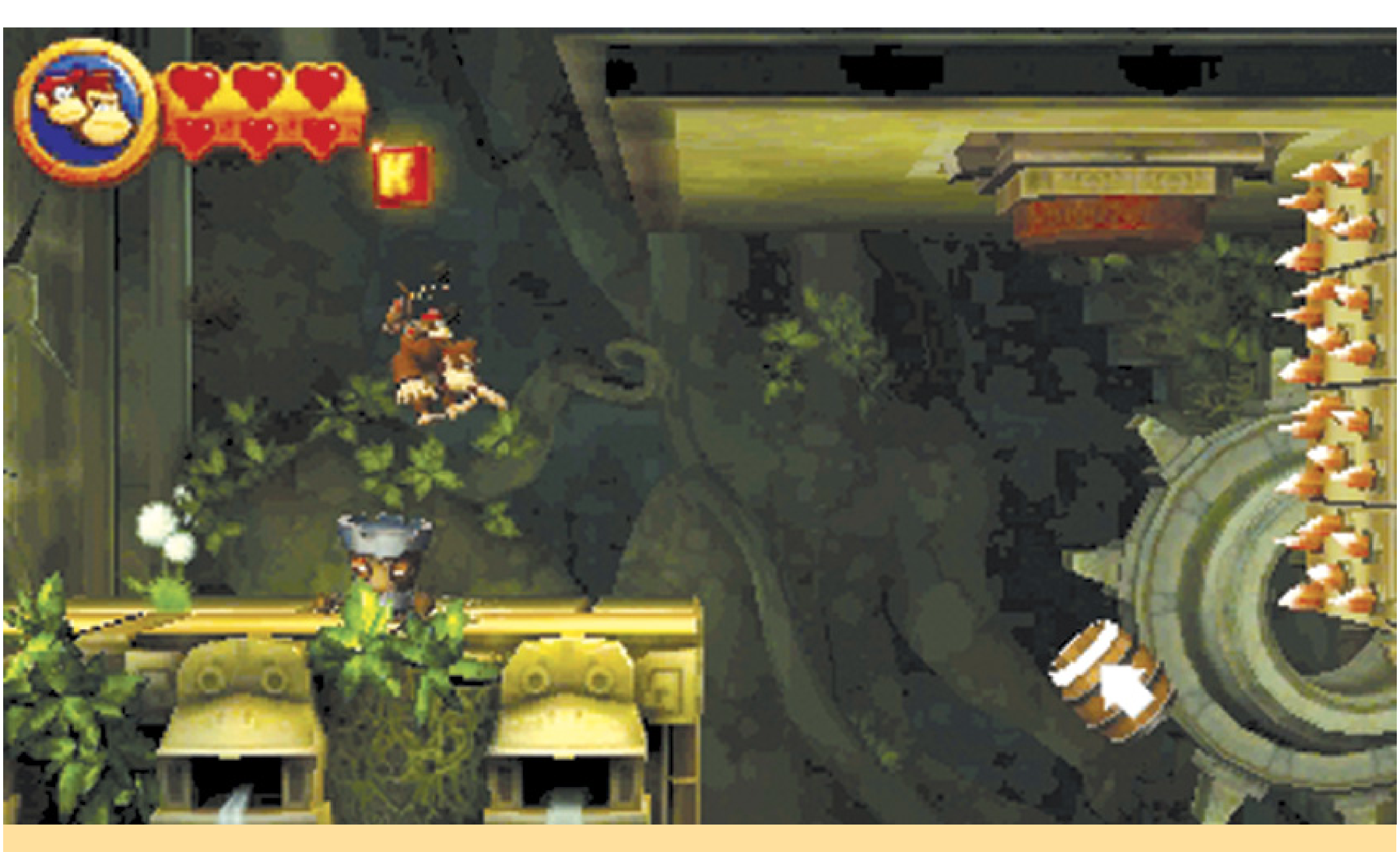
① Right at the start, pound the ground inside the stone head to the left and quickly get out of the way before it falls on you. Next, jump over the head and get the first Puzzle Piece.



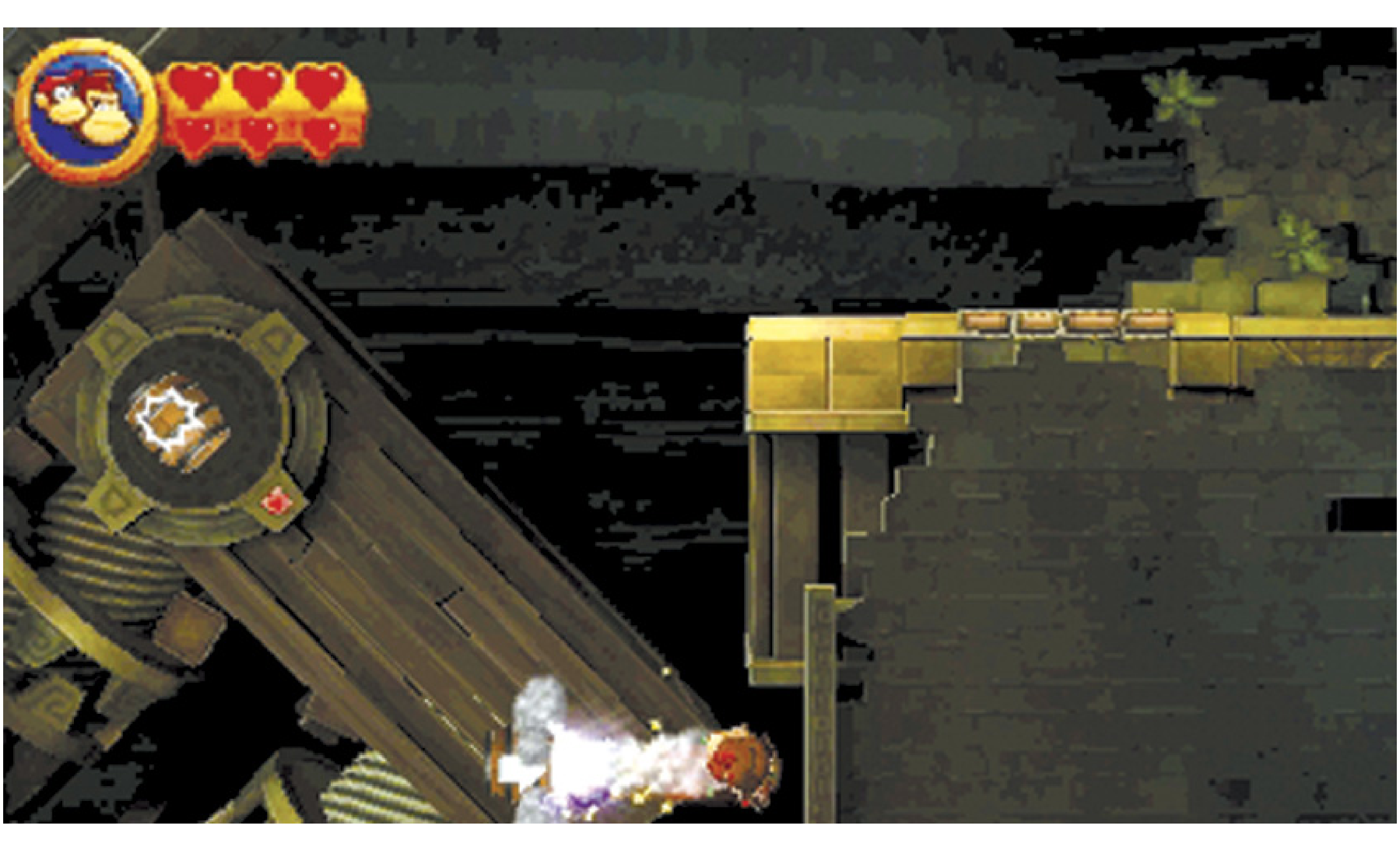
② After shooting through barrels and into a ruin, jump on the Stilts to clear out this area; then pound the yellow gourd to release a Puzzle Piece.



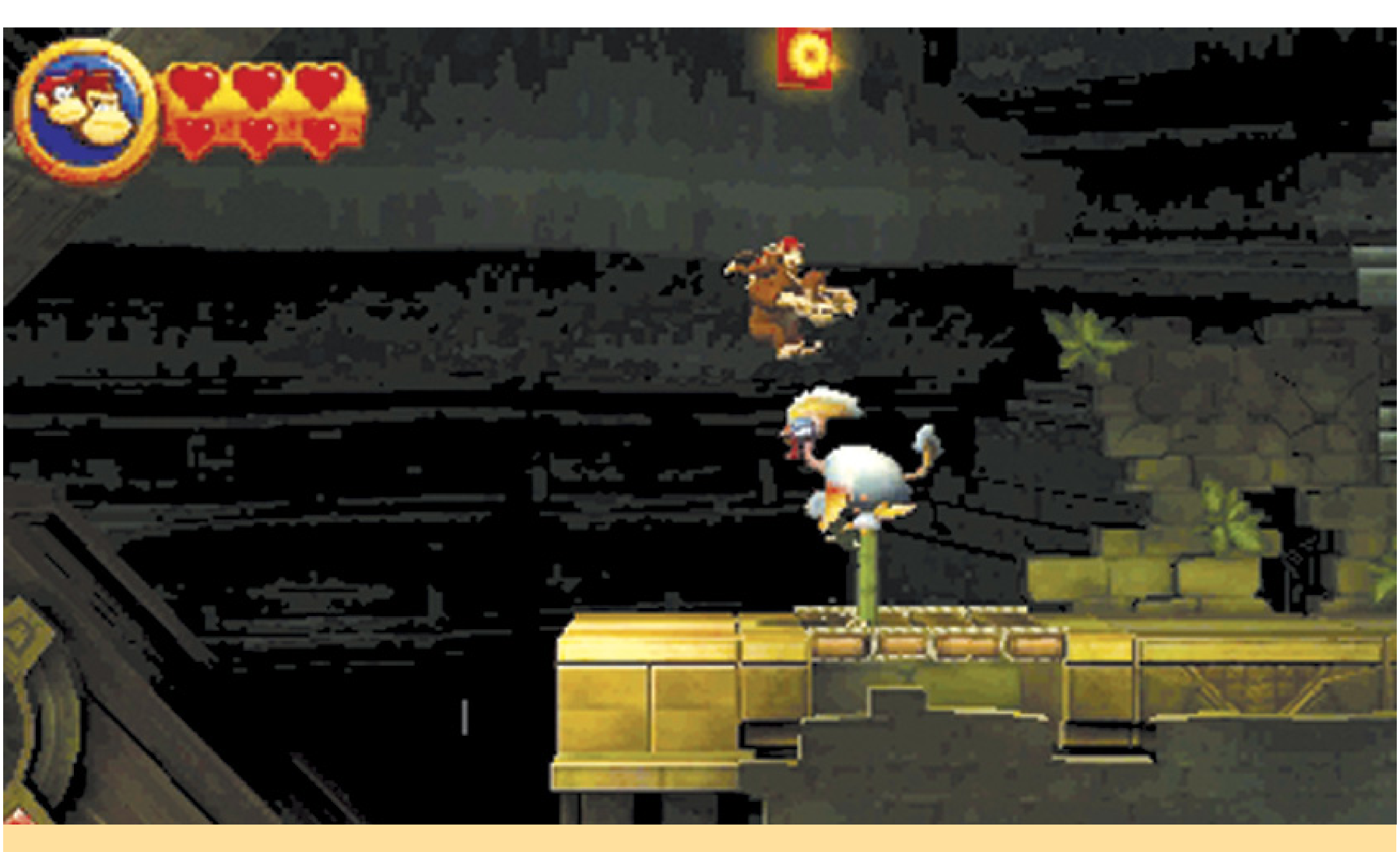
③ Reach an upper level by using three barrels. As you shoot into the air, move to the right so you land in the next barrel and then finally on the platform. Now jump to the left and grab on to the grassy layer. Climb down to get another Puzzle Piece. Drop back down and use the barrels again to return to the next area.



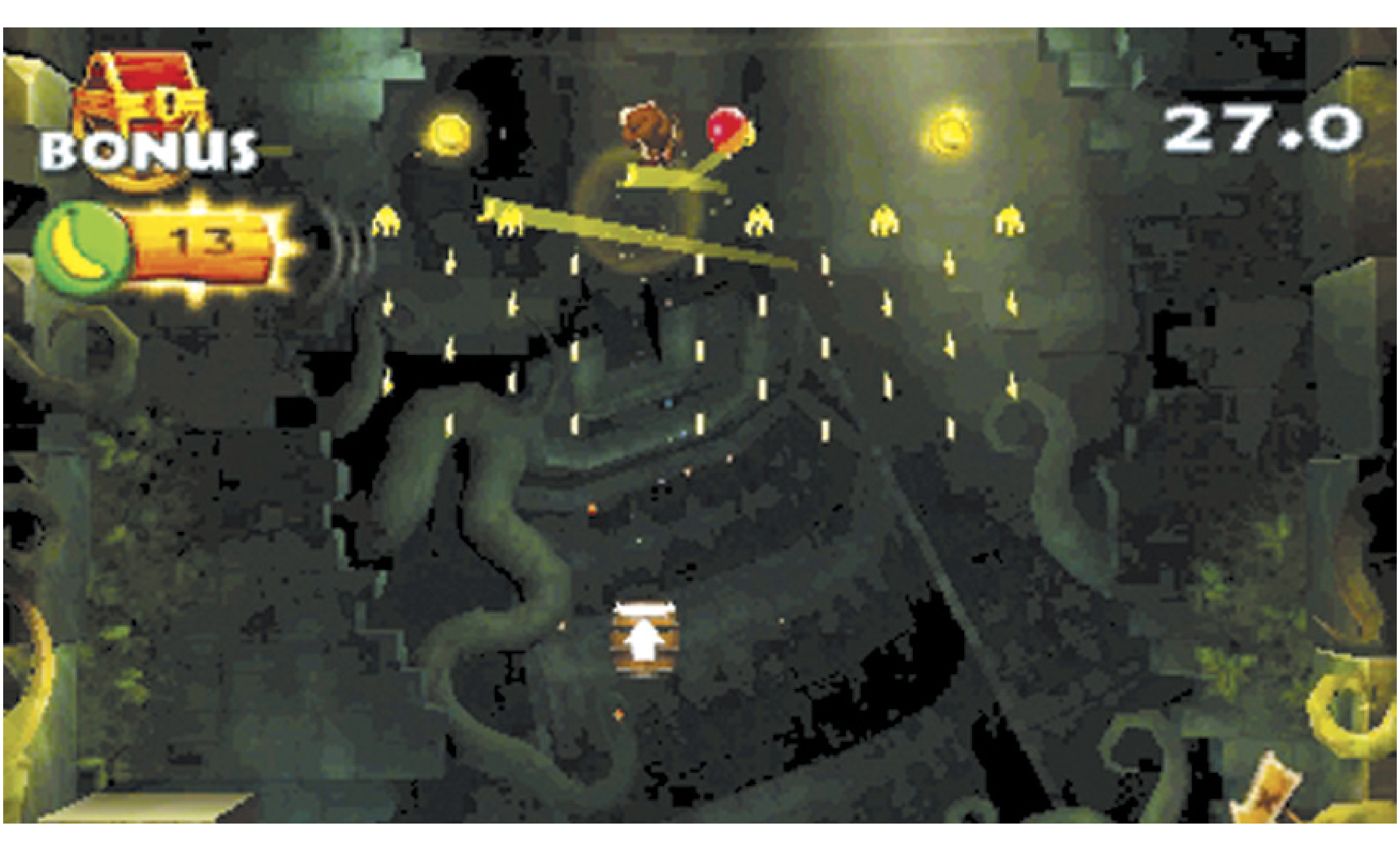
④ K There is a Tiki Tank here. Its head is bouncy, so jump onto it. As you hit it, jump up again so you can reach the K KONG letter and add it to your collection.



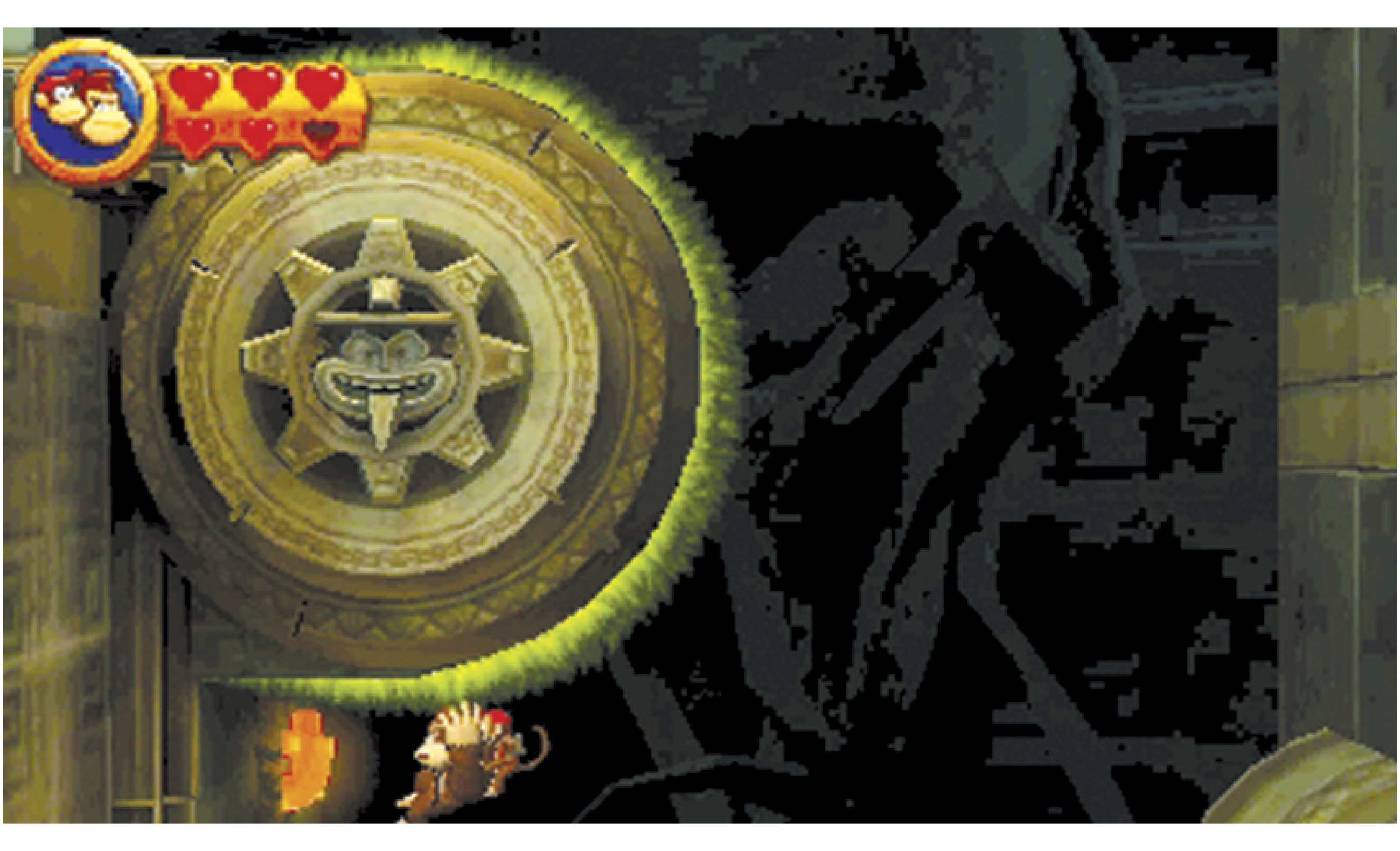
⑤ You go through a series of barrels and tumblers. When you reach the last barrel, it will shoot you onto the ground. Ride it to the bottom of its movement and shoot here to enter a bonus area where you have to clear out the items in order to earn a Puzzle Piece.



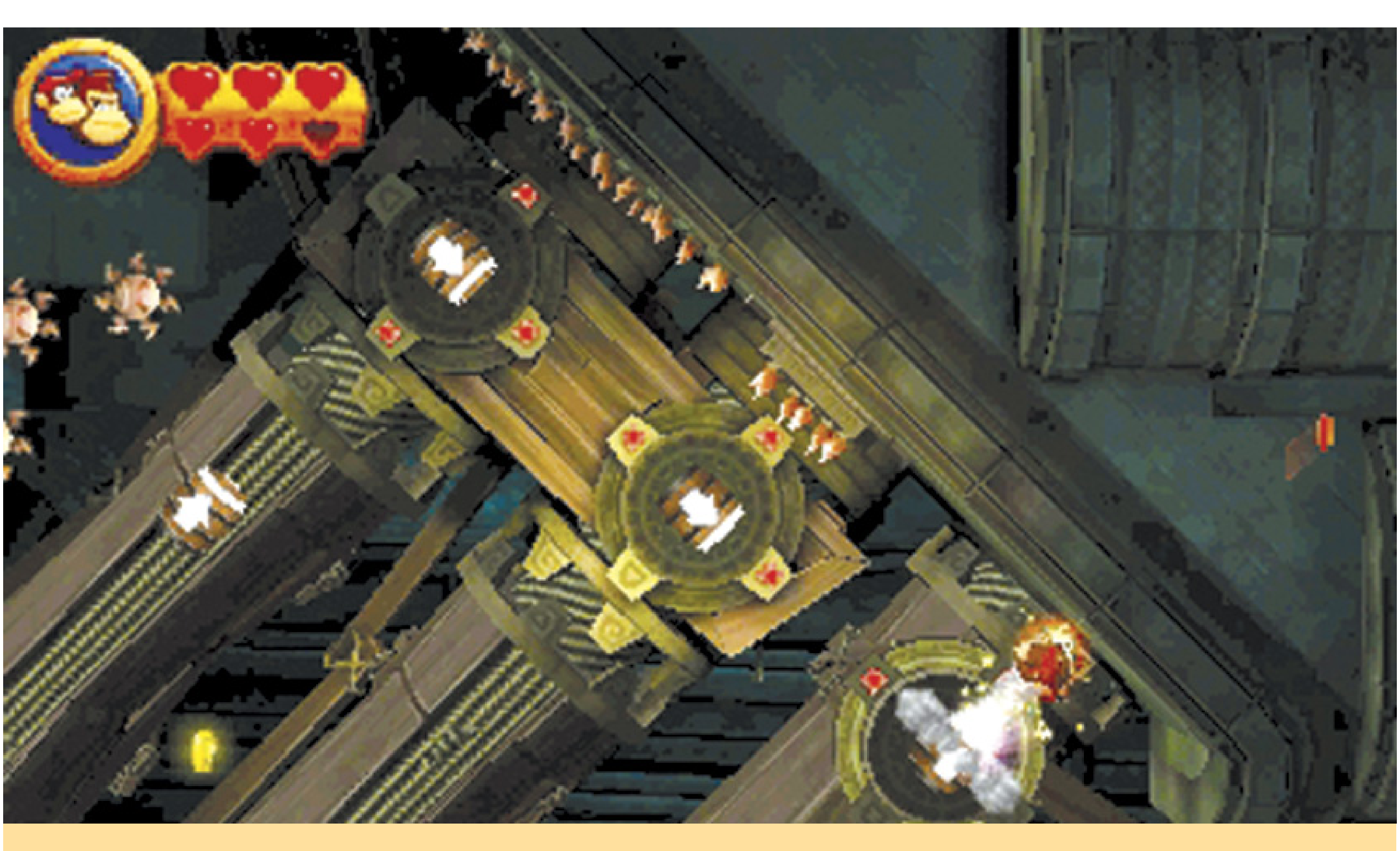
⑥ O As you exit, move to the left and jump onto the Stilts located under the O KONG letter. This allows you to jump higher to reach the letter.



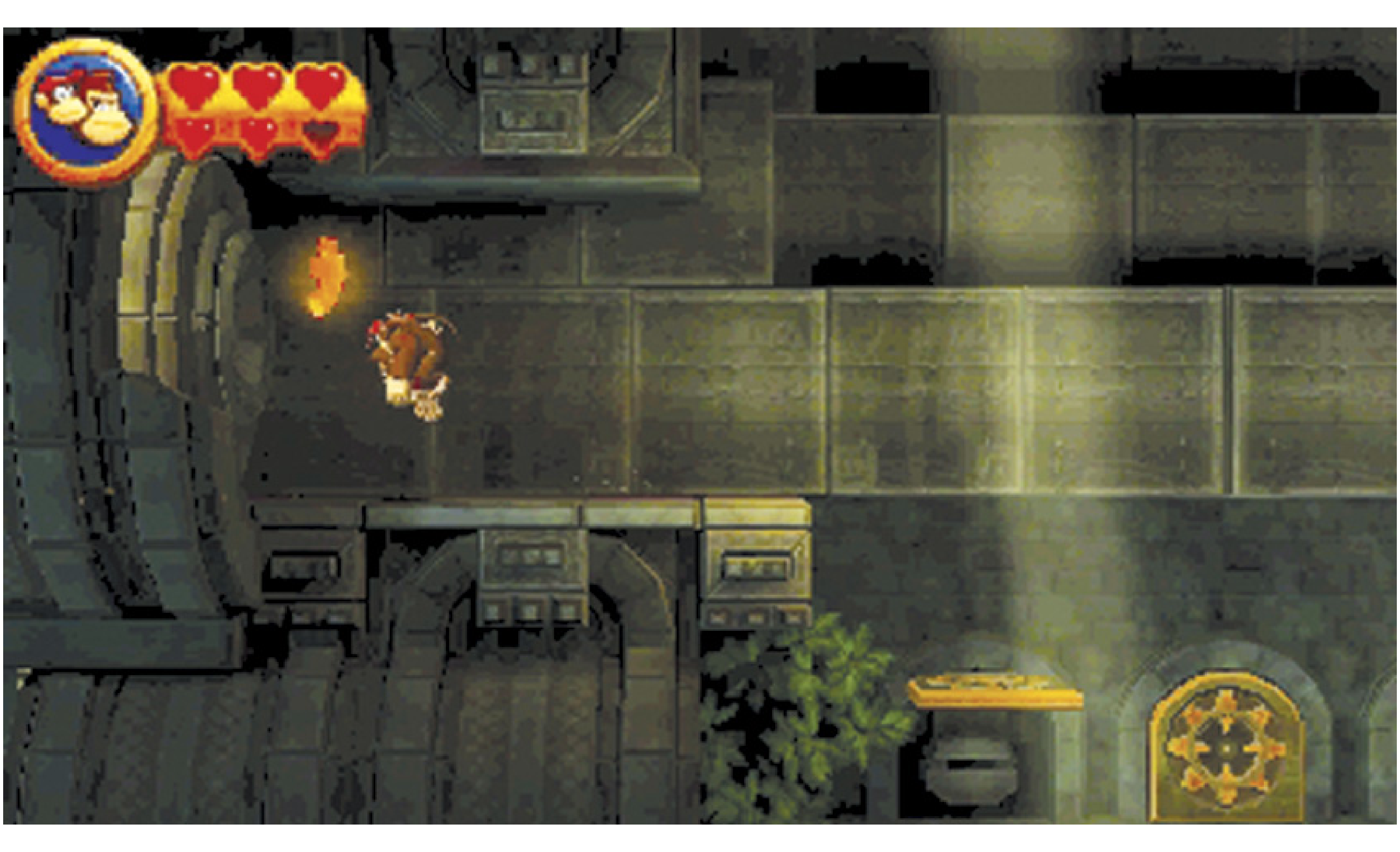
⑦ After passing the checkpoint, jump up and grab on to the grassy layer and climb to the left. Pound a gourd and a barrel will appear. Jump into the barrel to enter a bonus area where you can earn a Puzzle Piece by clearing out the bananas, coins, and balloon.



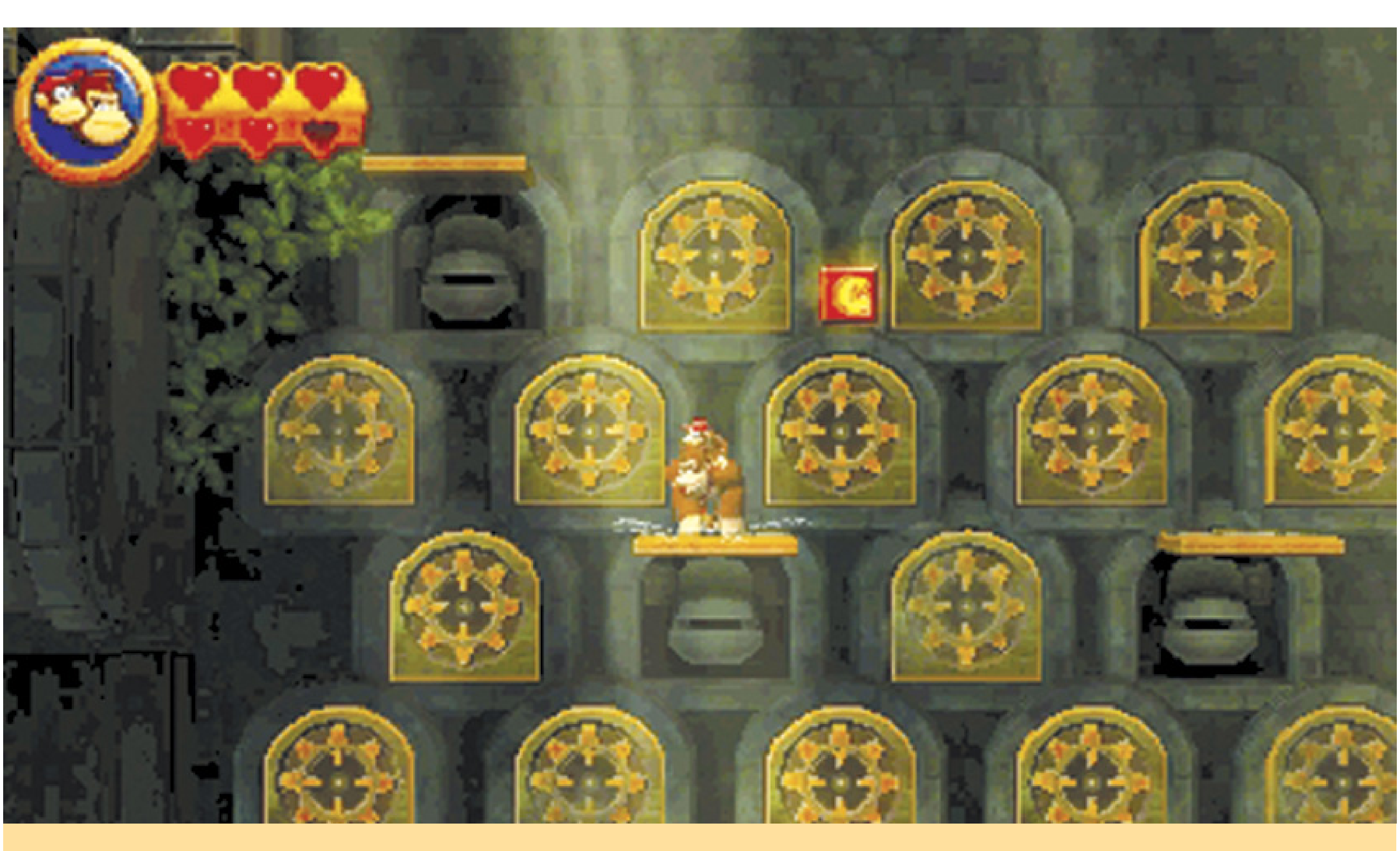
⑧ When you come across a grassy layer above you, just keep heading to the right and climb down along the next grassy layer to find another Puzzle Piece.



⑨ N At the next barrel and tumblers section, shoot your way to the barrel on the far right so you can pick up the N KONG letter by shooting yourself into it. Then continue on to the checkpoint.



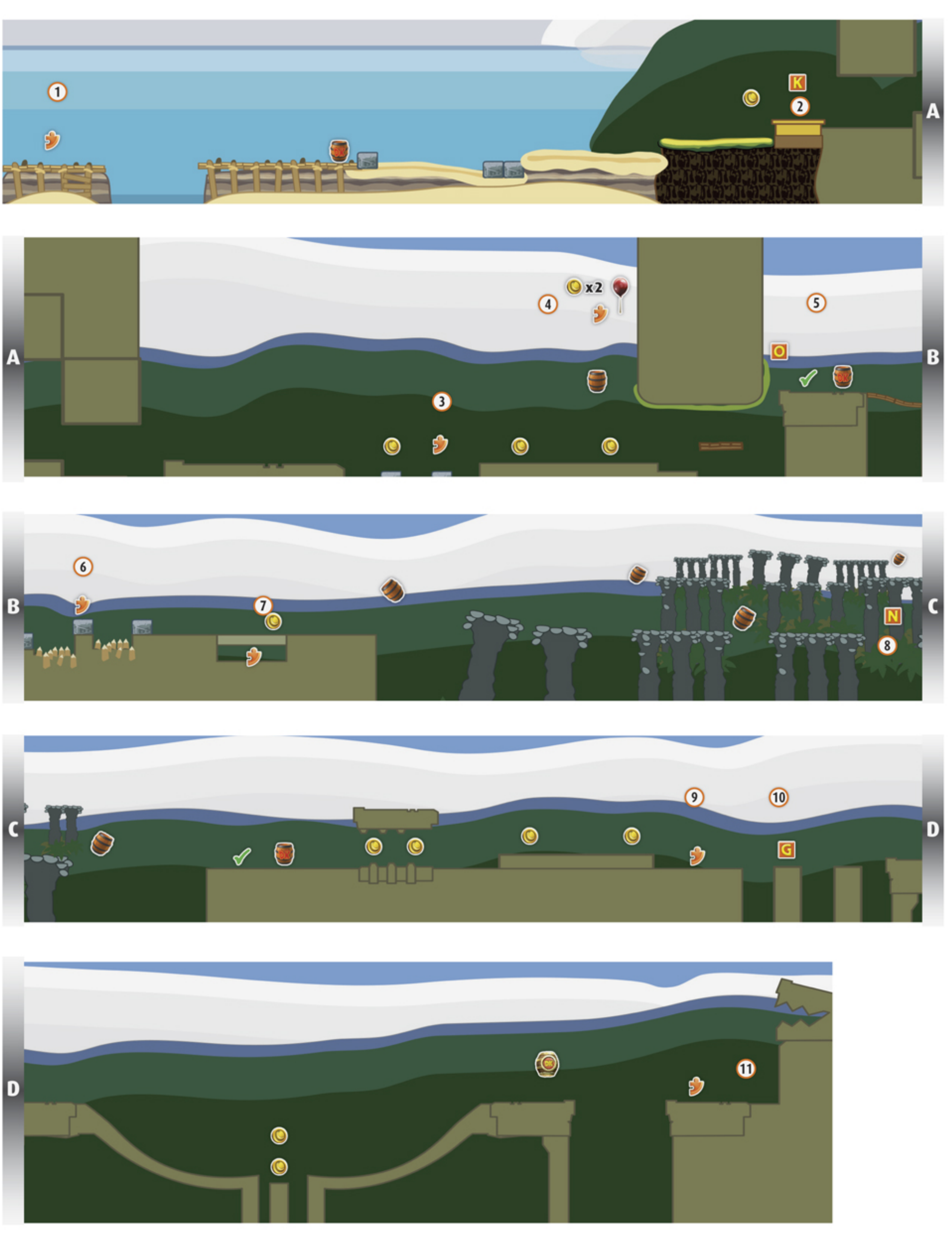
⑩ Near the end of the level, you must jump onto small platforms that extend out for only a brief amount of time. When you see the block spinning, jump up so you can land on the platform as it extends. Make your way up to the top along the left side, and then jump over to the left to get the last Puzzle Piece.

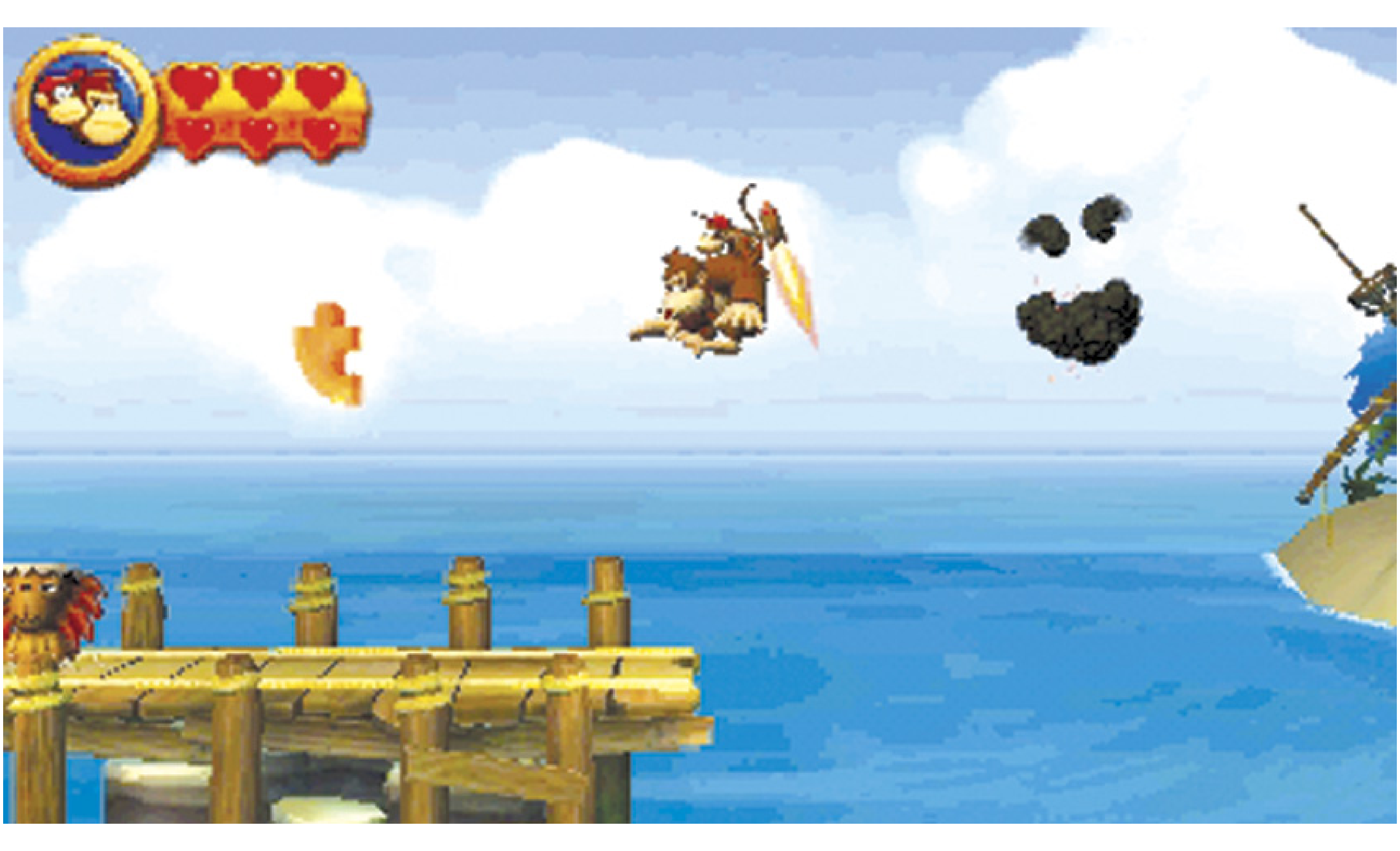


⑪ G Now head across the top of the same area but to the left to get the G KONG letter. Jump into the barrel to begin a series of barrel shots to get you to the Slot-Machine Barrel. You must shoot into a stone monkey's mouth and have to time your shot just right. The mouth is spinning, so fire before it is in position. By leading your shot, you will fly right into the barrel in the mouth and continue to the Slot-Machine Barrel to complete the level.

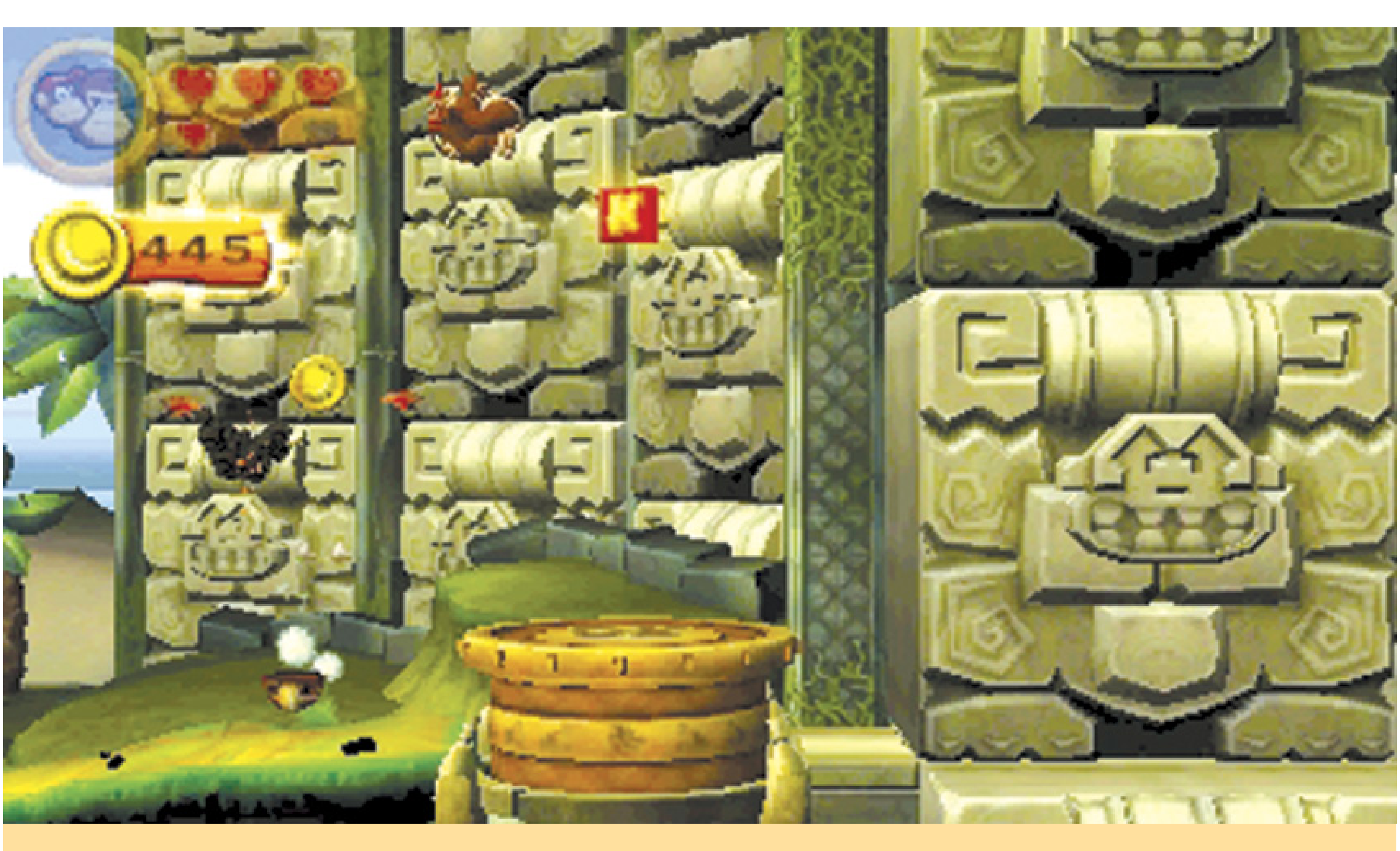
World 3

Wonky Waterway

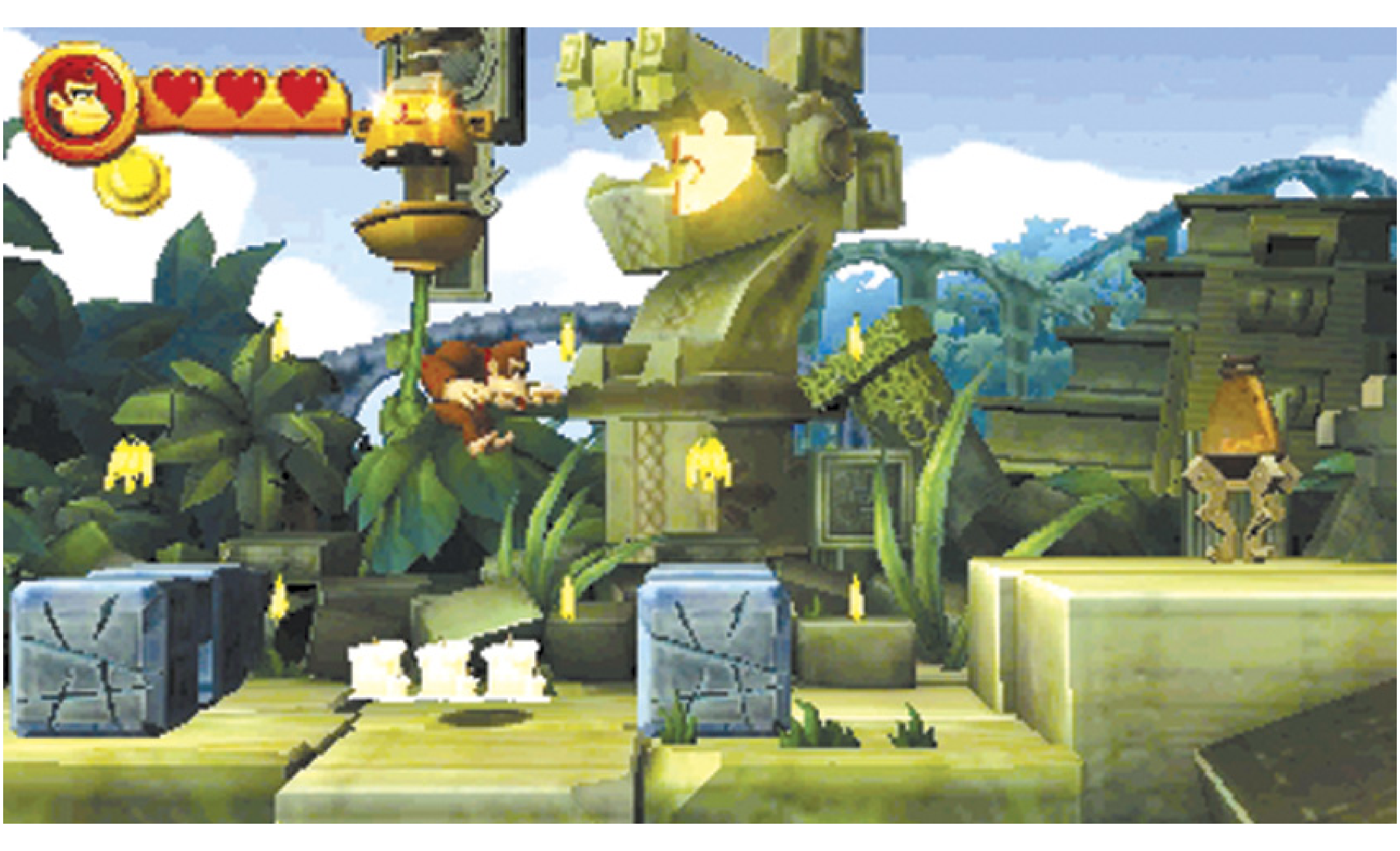




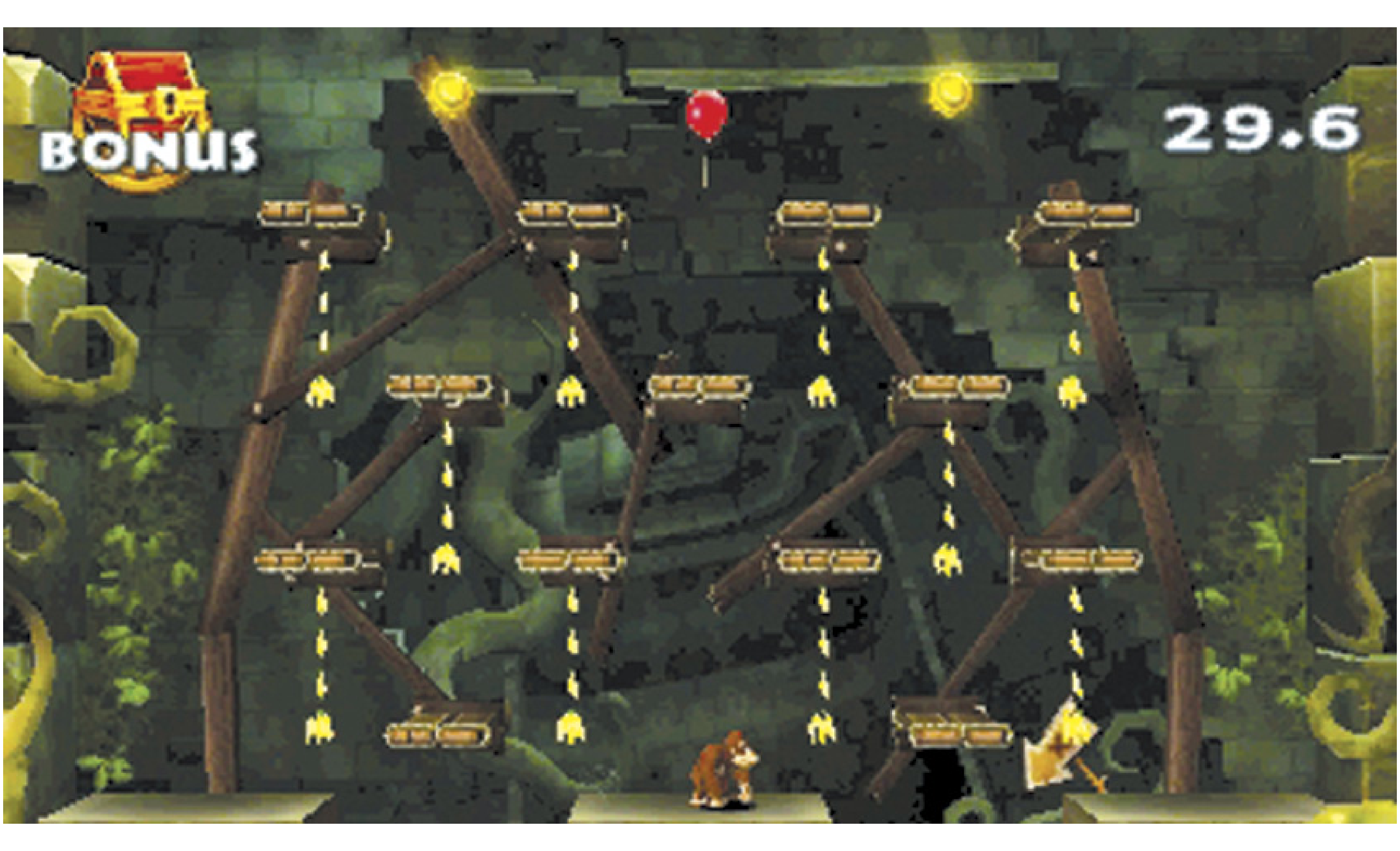
① Right at the start, move forward and get the DK Barrel so you can have Diddy Kong help you. Then head back to the left. Hover-jump off the pier and fly to the left to find another pier with a Puzzle Piece on it. Hover-jump back to the right and continue on.



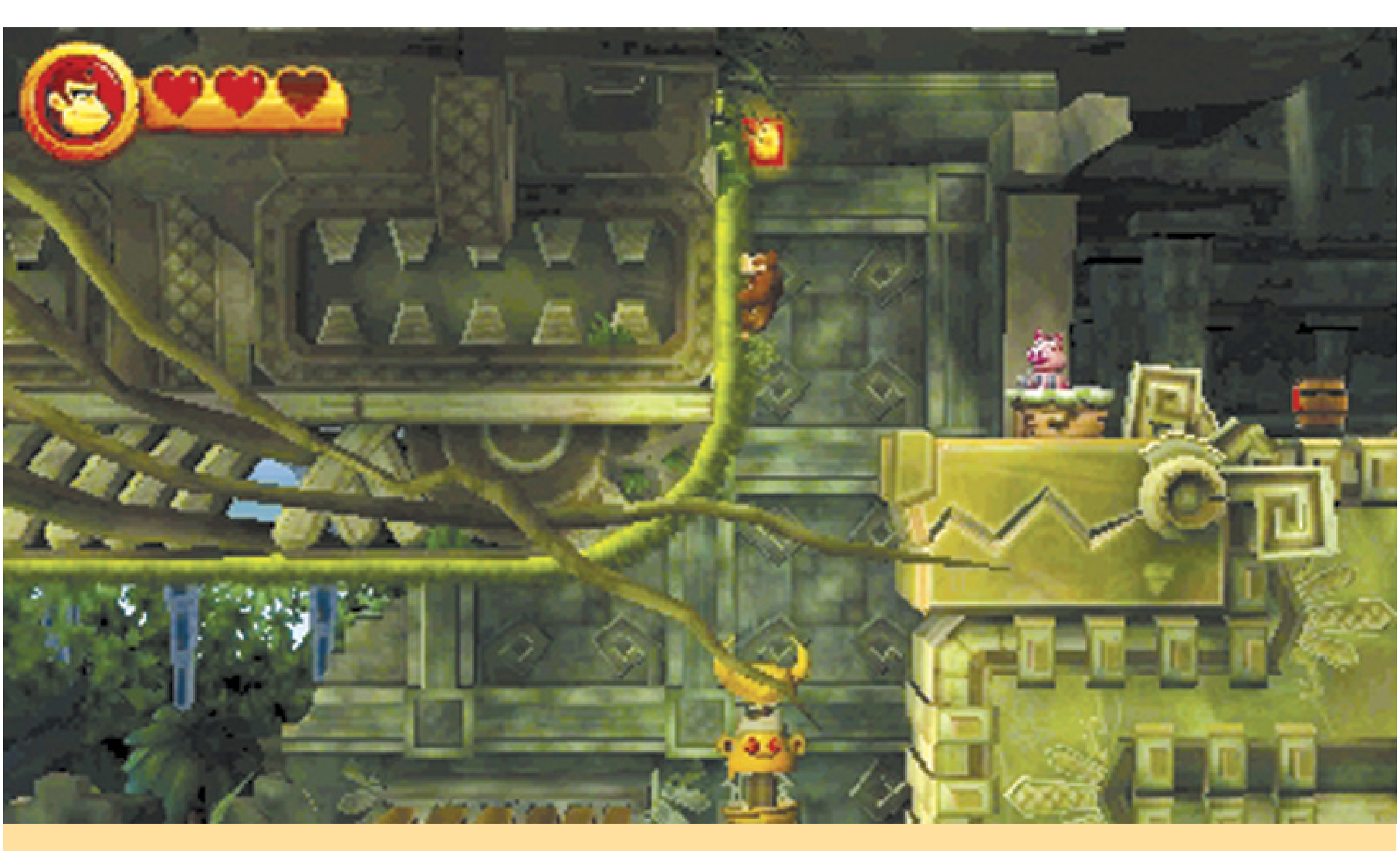
② K As you approach a round DK platform, you see the K block hovering over it. You will need to use the Tiki Buzzes to reach it. Jump onto the one closest to the letter and then immediately jump off of it to reach the K block. Next, pound the DK platform to open up the ruins, and enter them.



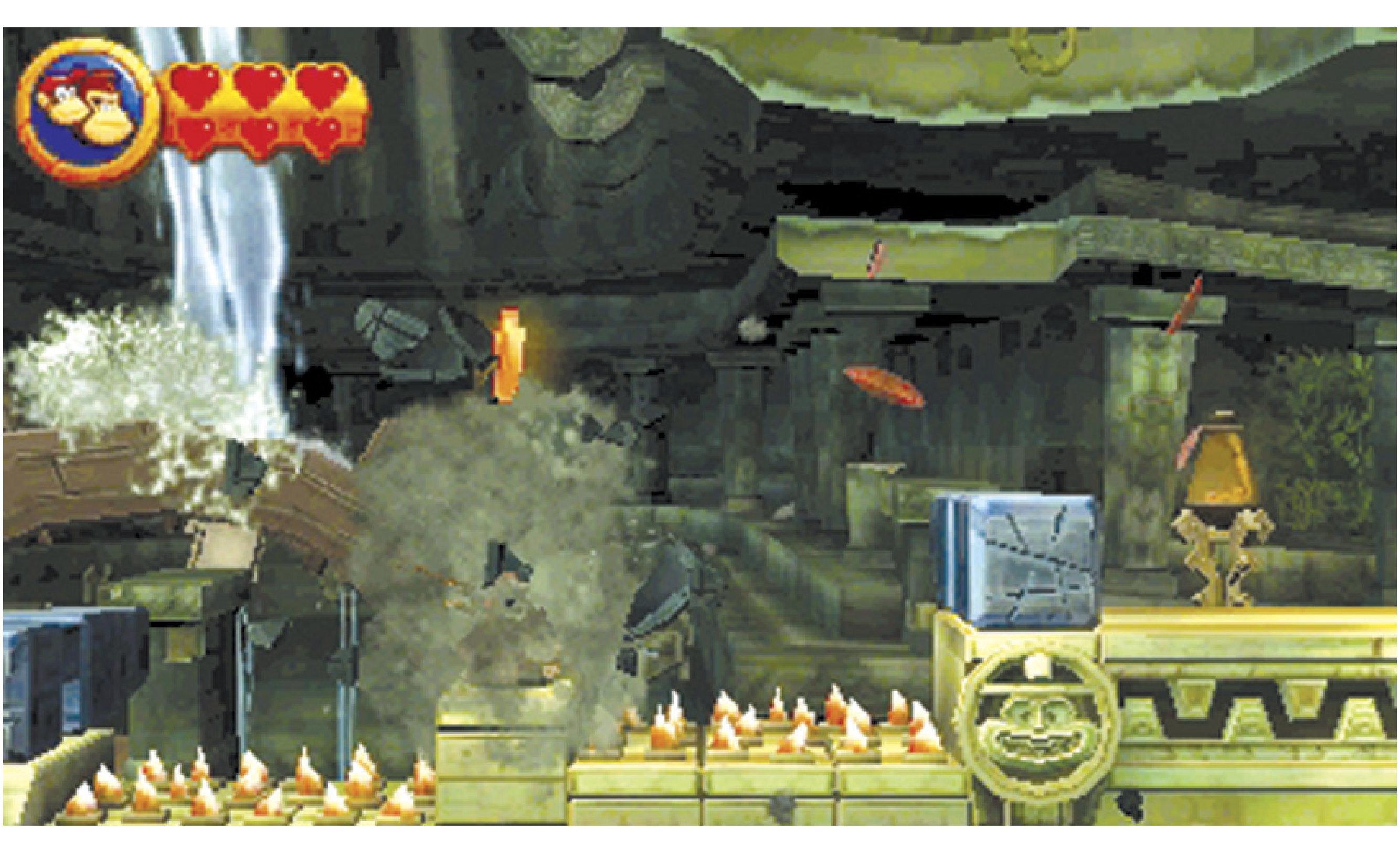
③ When you reach the spot where Screaming Pillars are falling down, blow out three candles lined up in a row. A statue head will lower. Jump up and grab on to the vine dangling beneath the head. This releases bananas, a coin, and a Puzzle Piece.



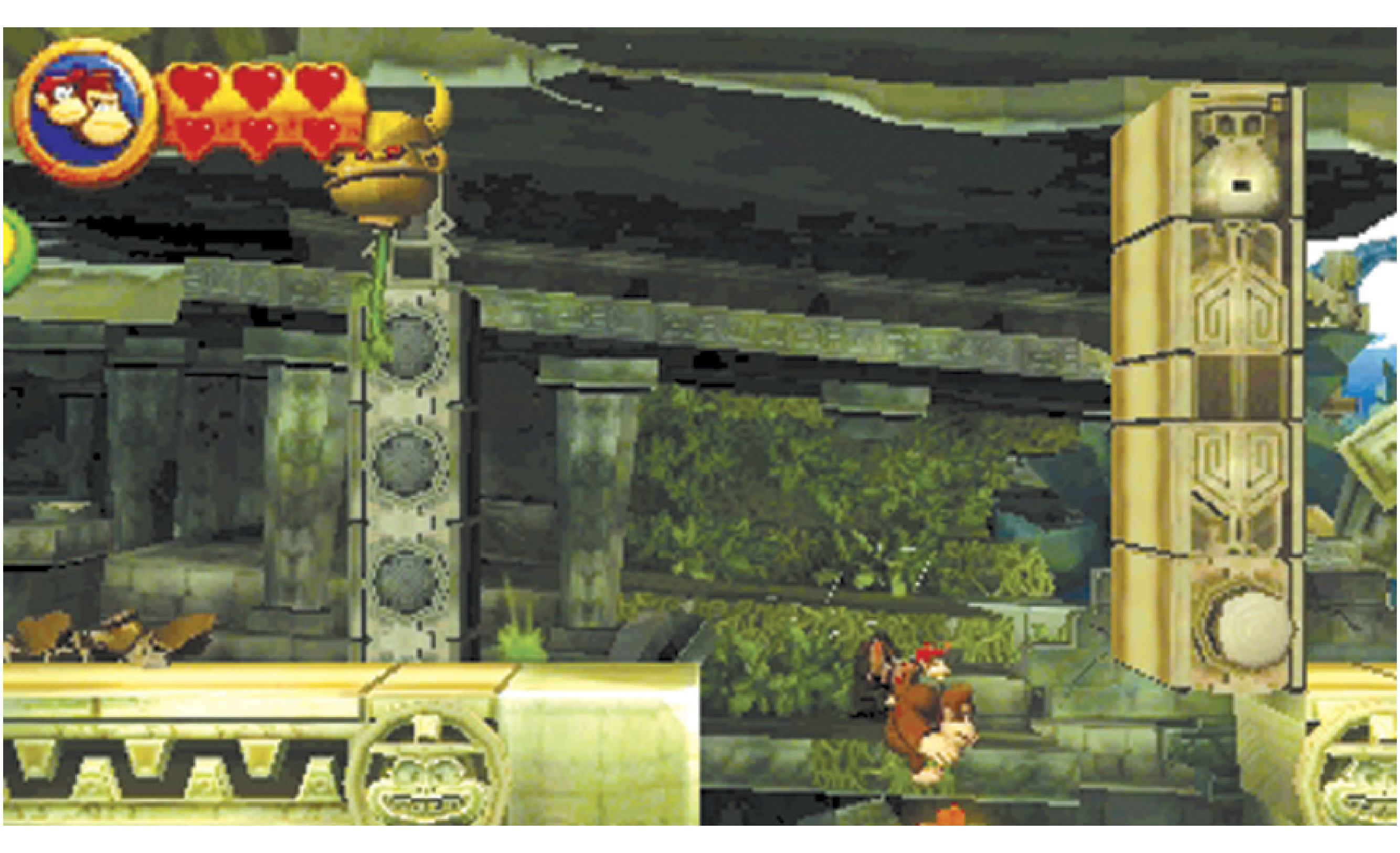
④ When you get to another statue head, pull on the vine to cause a platform to extend out. Quickly jump onto it and then jump up to grab on to a grassy layer before the platform retracts. Head to the left and jump into a barrel to access a bonus area. Jump across to small platforms in order to collect lots of bananas, two coins, and a balloon. Once it is clear, you get a Puzzle Piece.



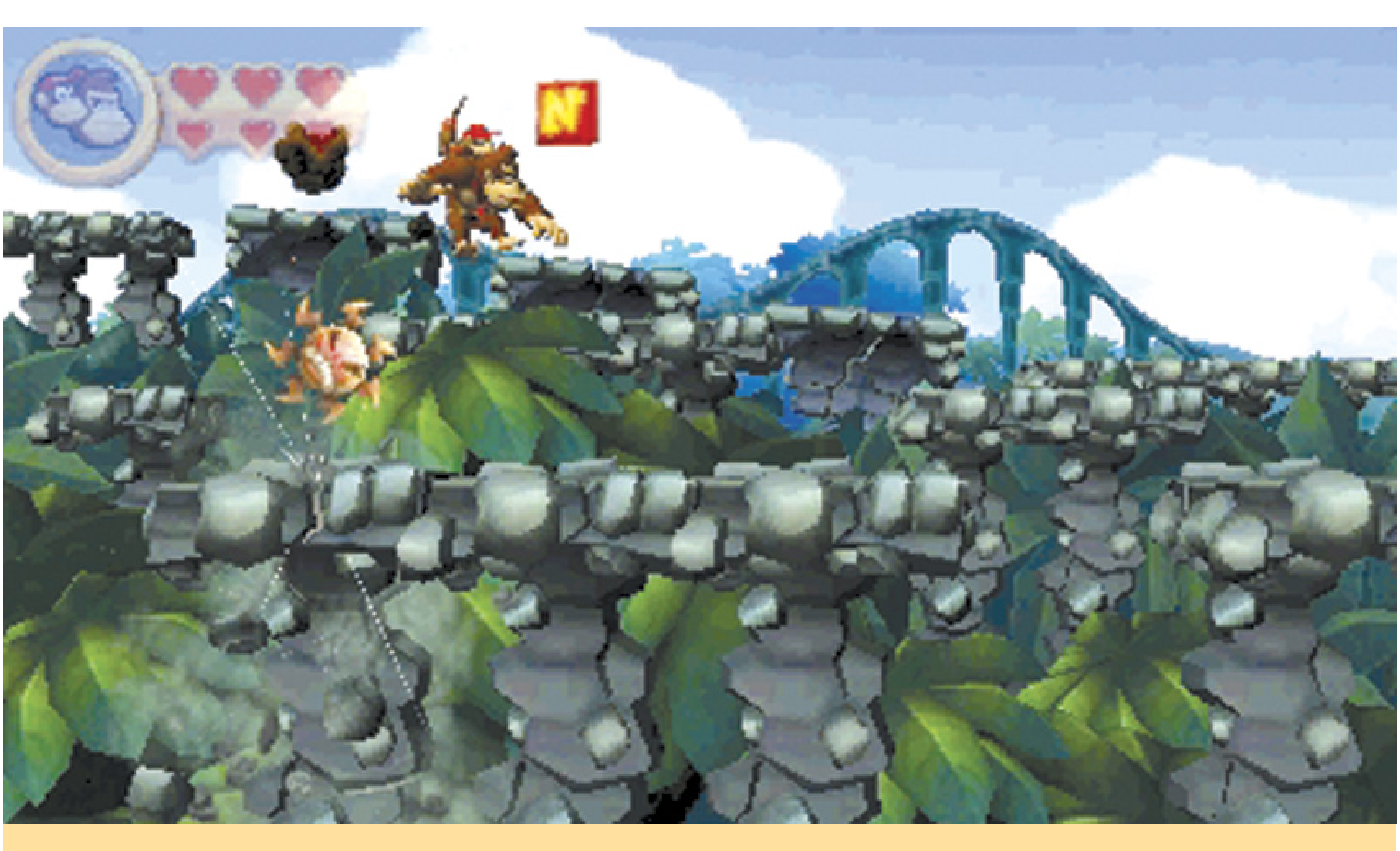
⑤ O Get back onto the grassy layer and climb to the right. This time you get the O KONG letter. Afterward, jump across to the checkpoint.



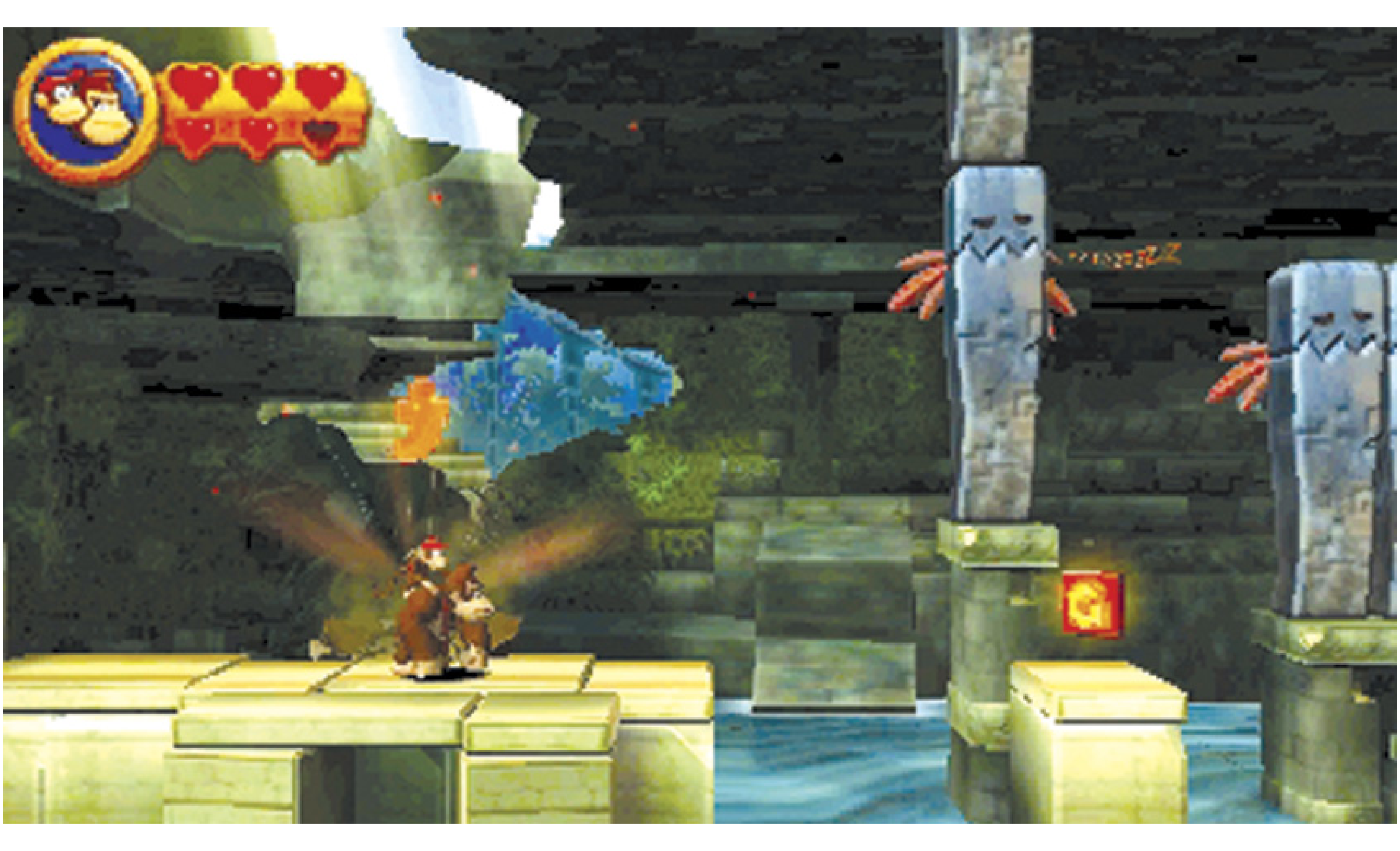
⑥ After moving past the checkpoint, watch out for some statues that fall down. Pound on the second one to get a Puzzle Piece.



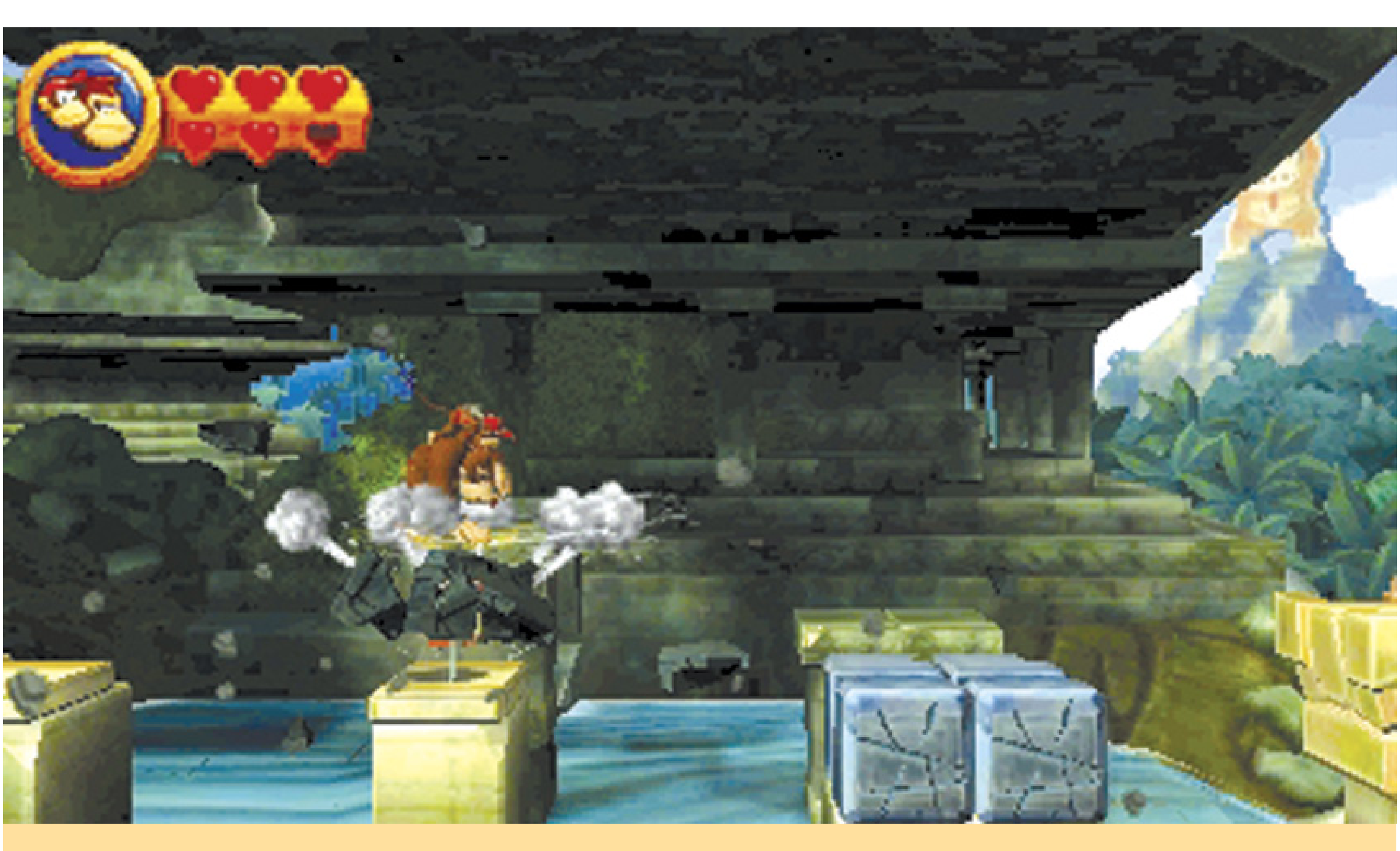
⑦ As you continue to the right, go past a statue head and drop into a lower area to pick up a Puzzle Piece. Then jump up and pull on the vine to lower the stone so you can advance to the right.



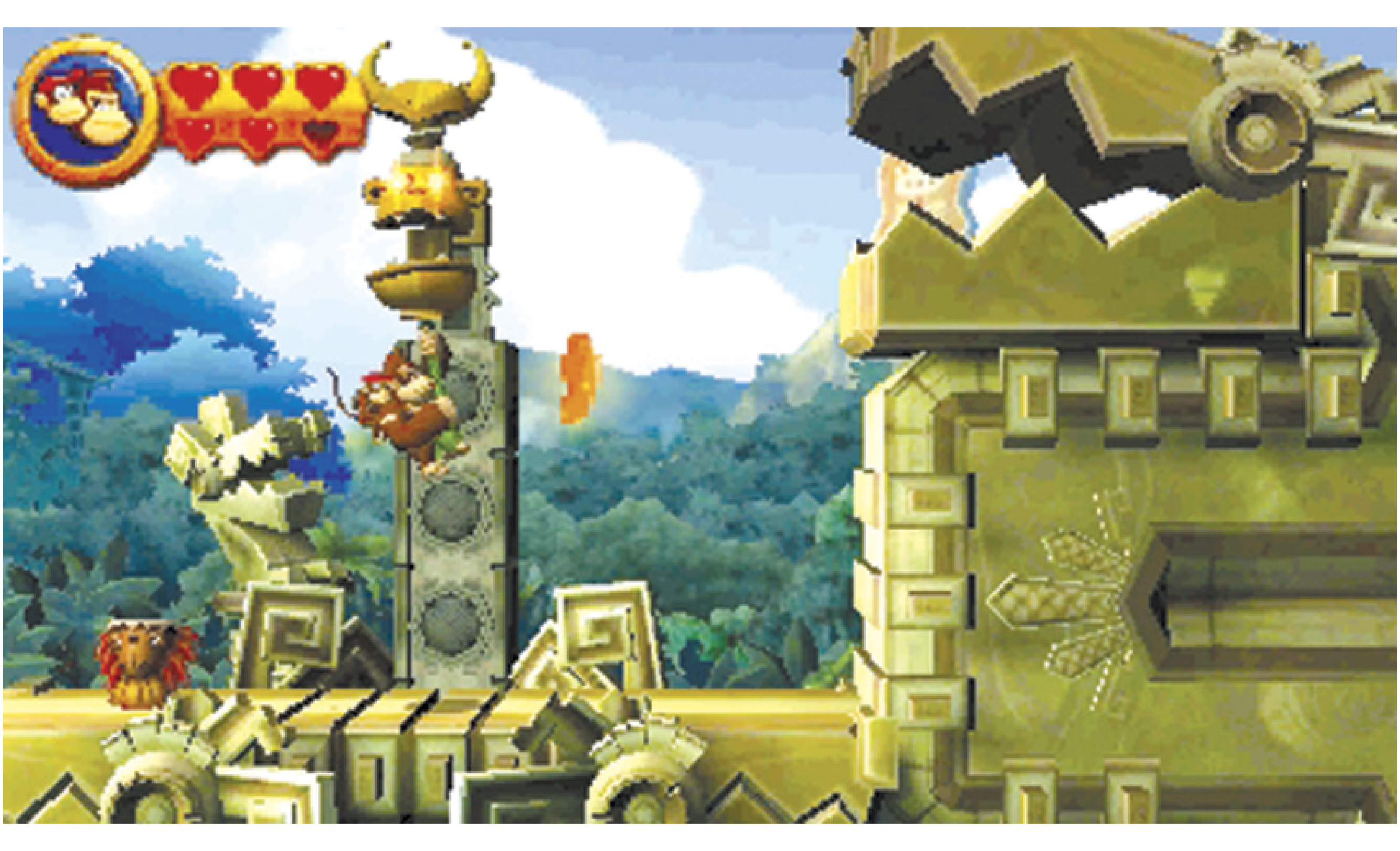
⑧ N You reach an area where you must jump across unstable rocky platforms that collapse soon after you touch them. After shooting out of a barrel, quickly get over the Tiki Zings and pick up the N KONG letter.



⑨ When back on solid ground, blow out the flame of the blue Tiki Bomber and pound the ground by the container to get another Puzzle Piece.



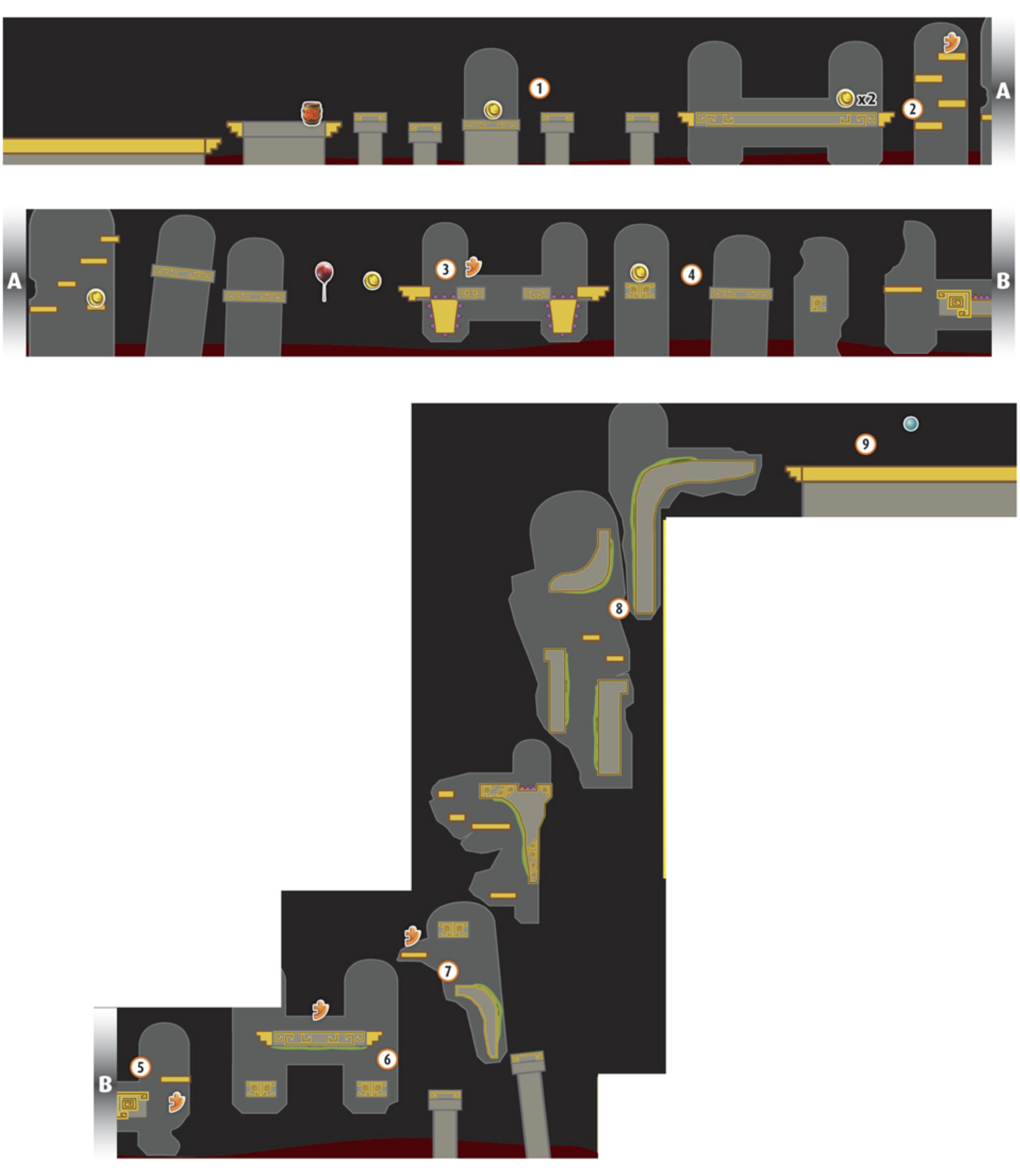
⑩ G Just to the right, pound the stone blocks from the fallen Screaming Pillars to get the G KONG letter and spell out K-O-N-G. It is easiest to wait for the Screaming Pillar to fall and then pound to get the letter.

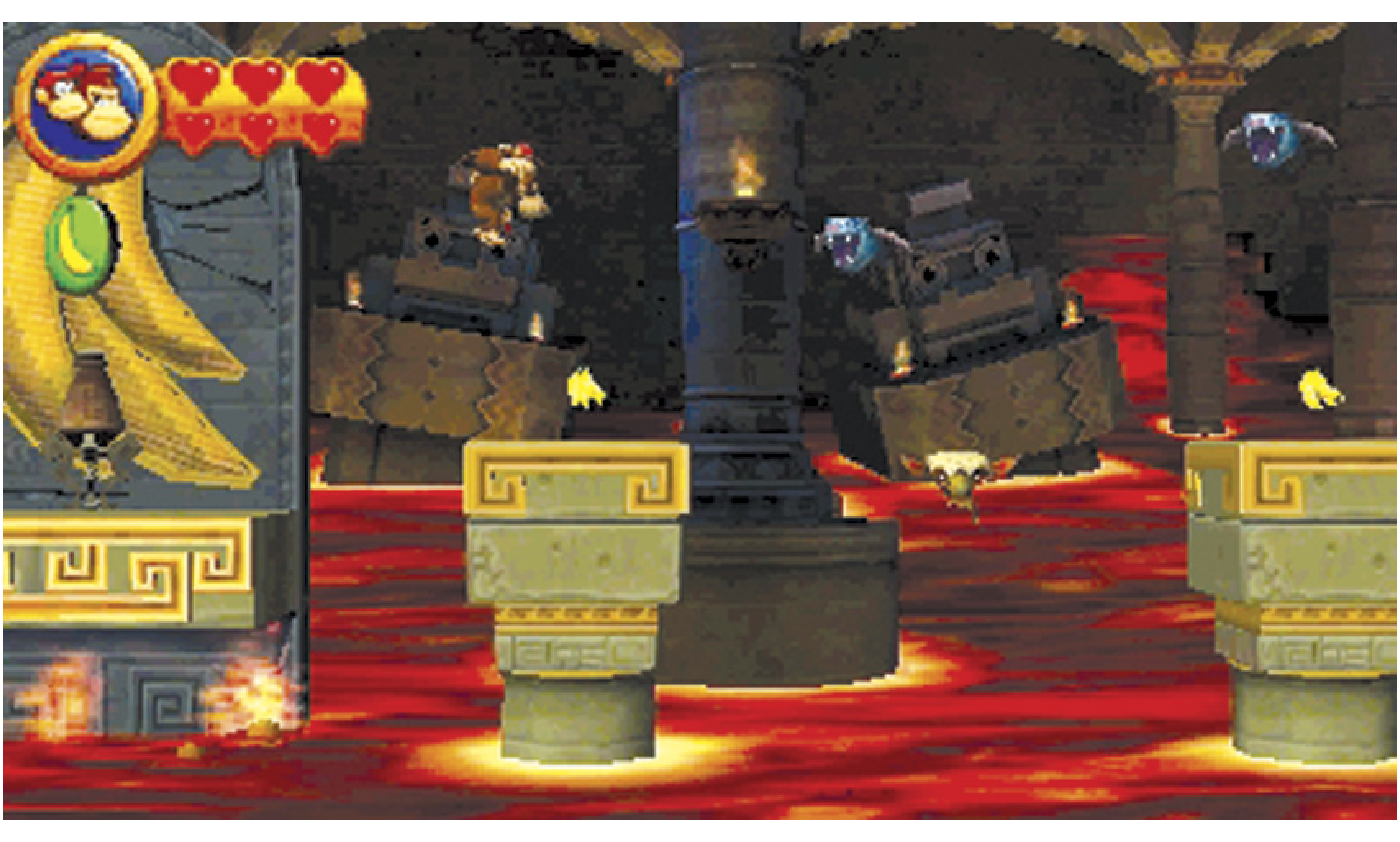


⑪ When you reach the Slot-Machine Barrel, hover-jump past it to an area offscreen. Pull on the vine to open a stone mouth, and the last Puzzle Piece will come shooting out. Grab it, then return to the Slot-Machine Barrel and hit it to complete the level.

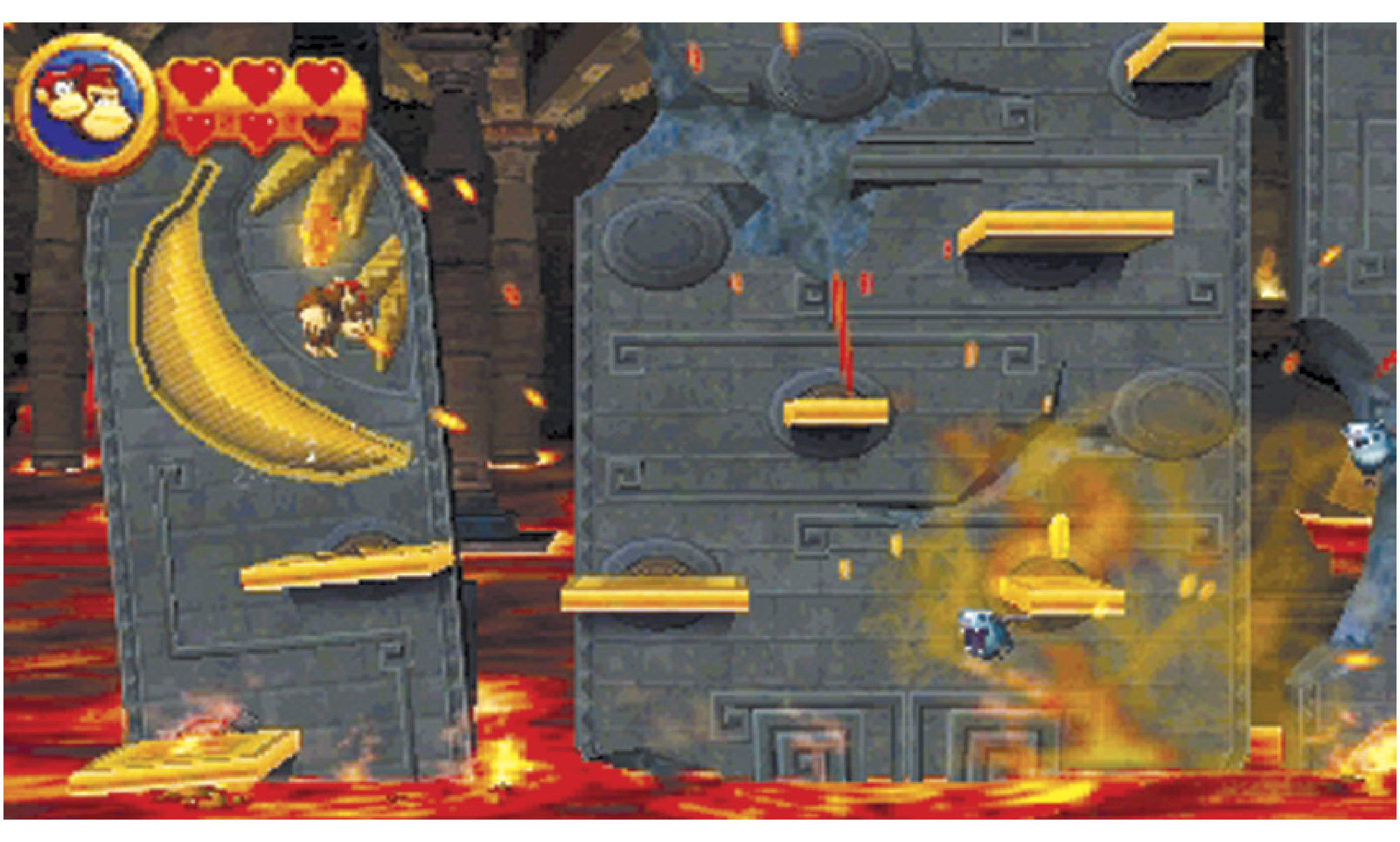
World 2

Tumblin' Temple

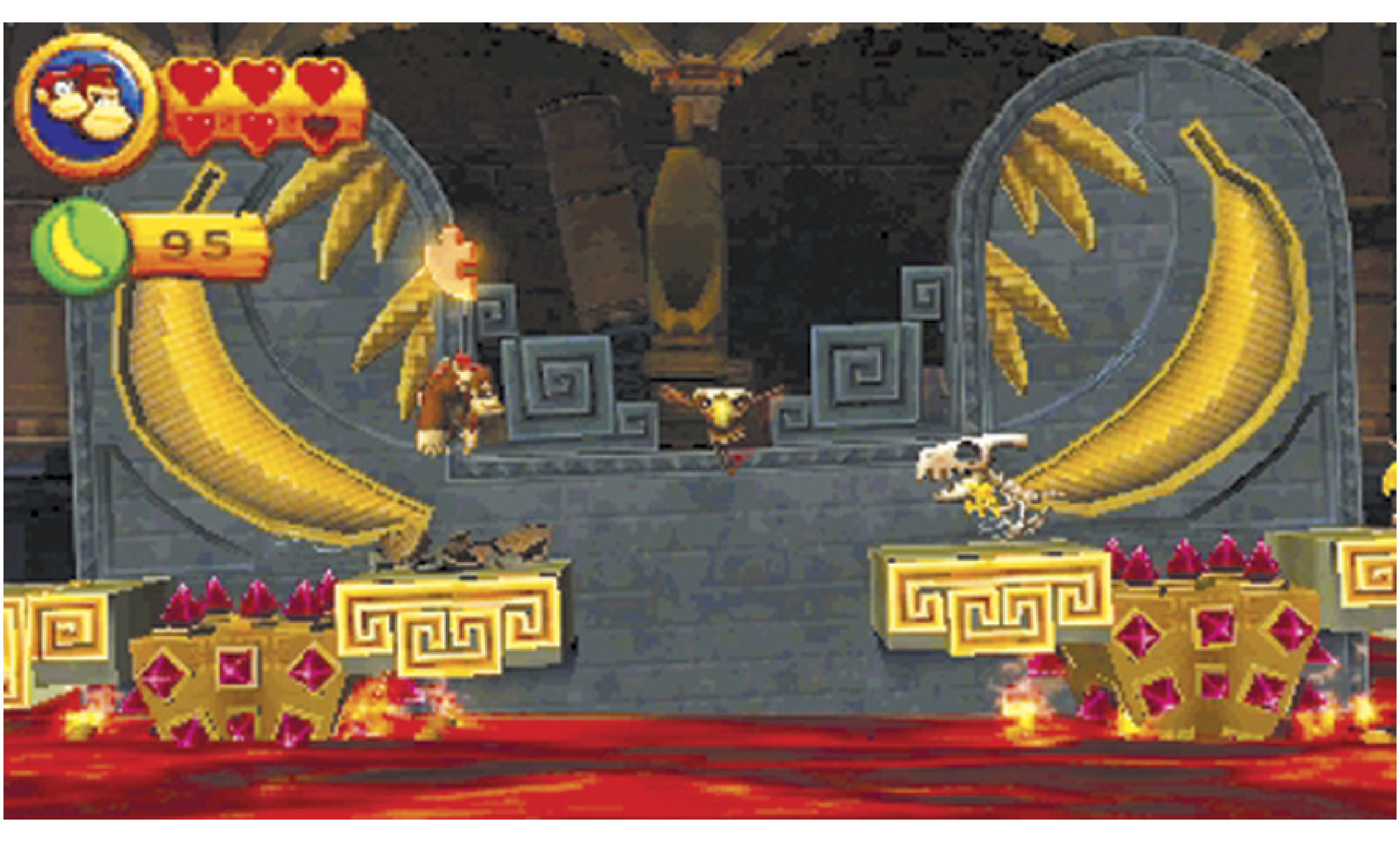




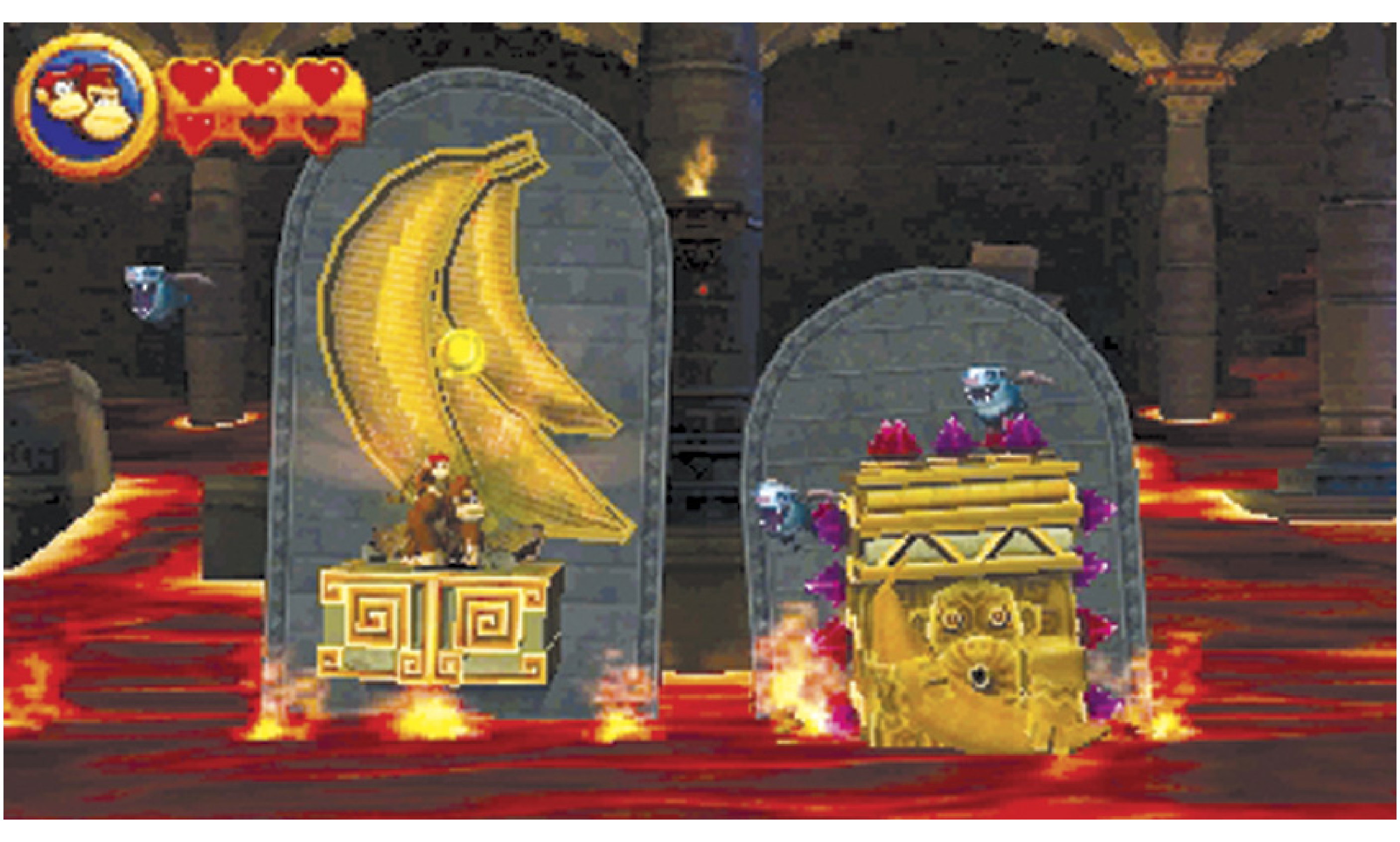
① In this level, the platforms are all sinking into the lava. At the start, the platforms don't start sinking until you touch them. Grab the DK Barrel on the first platform—the Barrel Jet will give you some hover time as you jump from platform to platform.



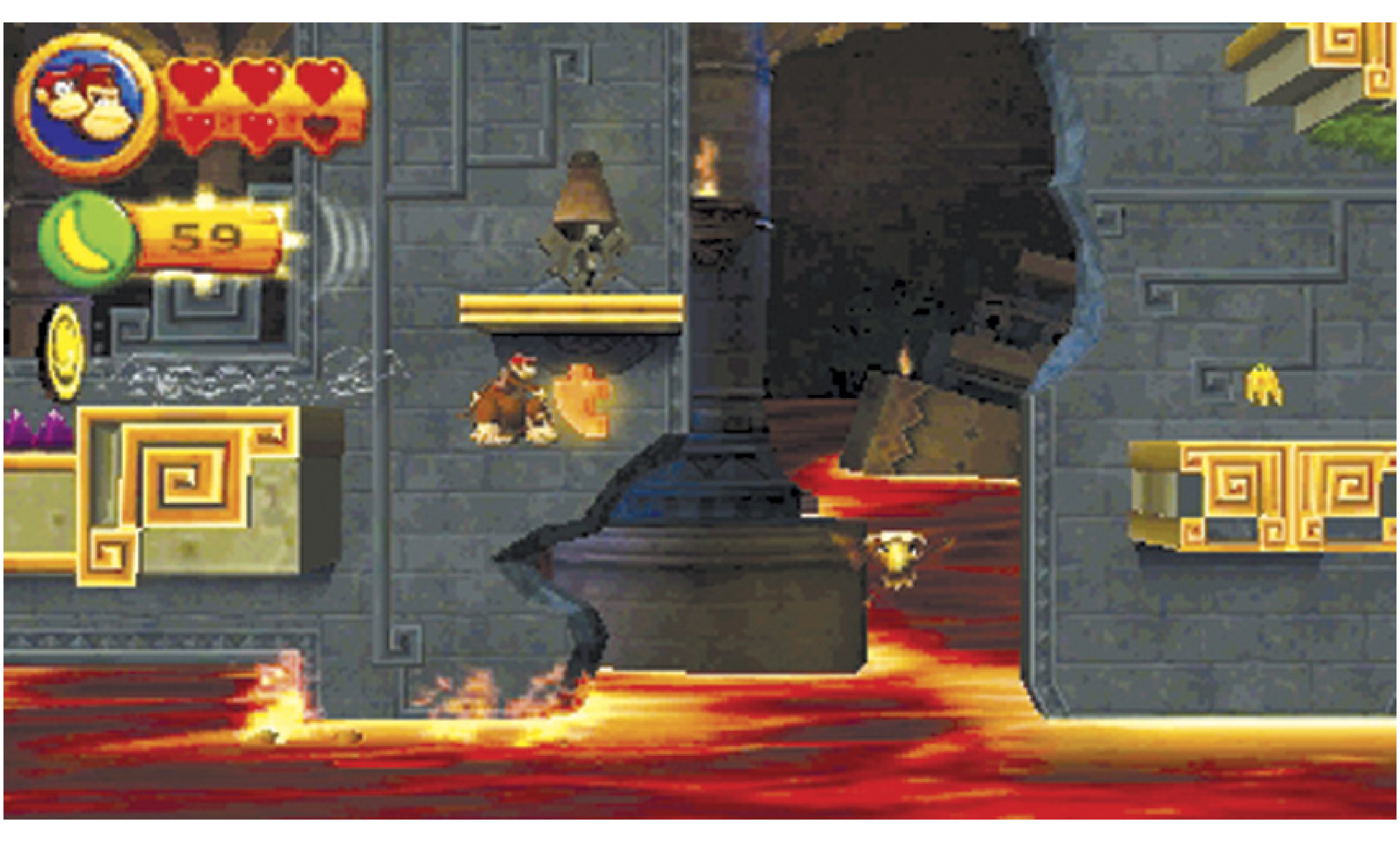
② After moving across a long platform with a couple Skellirexes, a tall chunk of wall with several small platforms will drop into the lava and begin sinking. Stay to the left as you jump up the platforms, and grab the Puzzle Piece at the top. Then jump across to the platforms on the right.



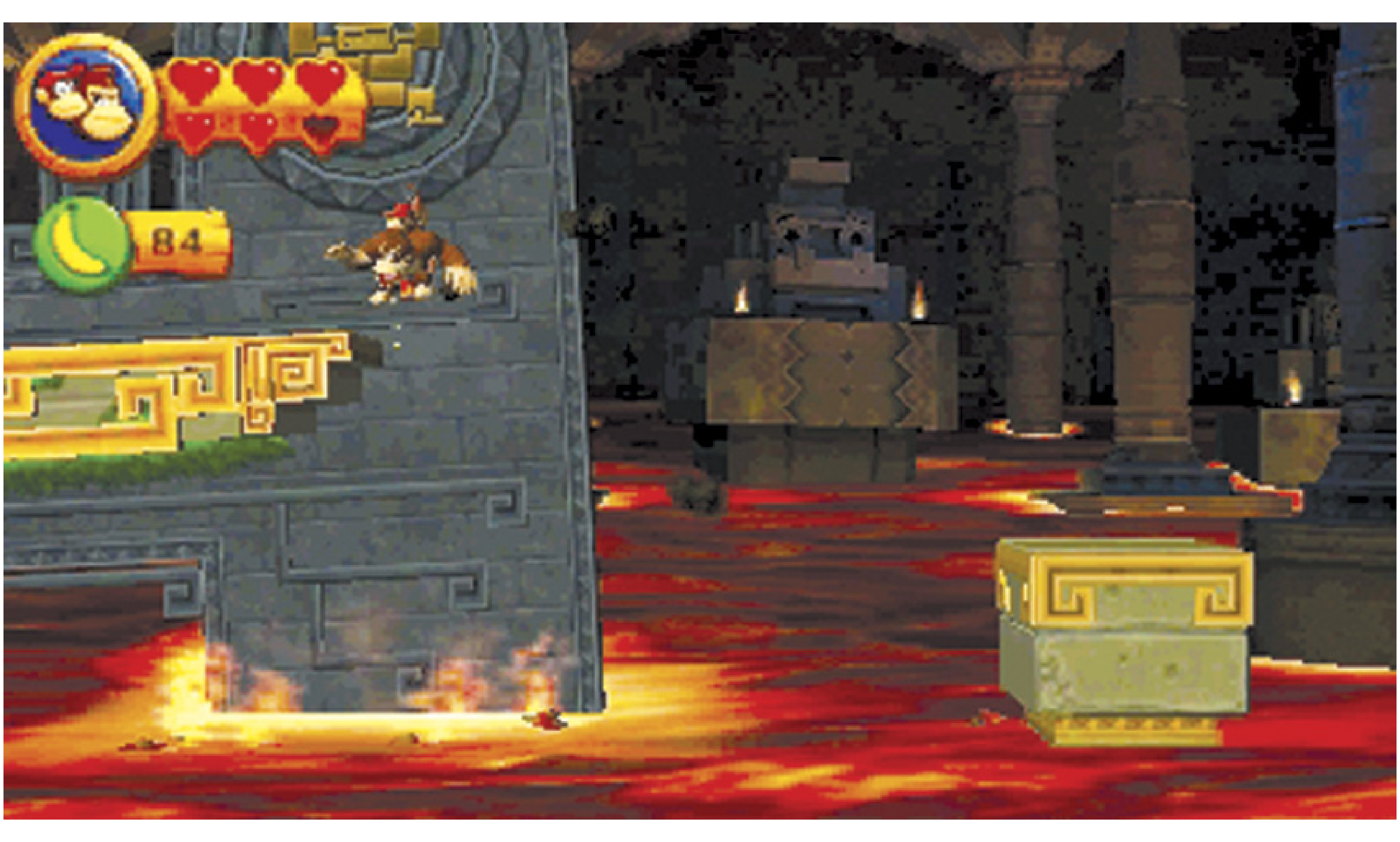
③ The next Puzzle Piece is on this platform with some spikes in the middle. Pound on the container to get the Puzzle Piece and then keep moving on.



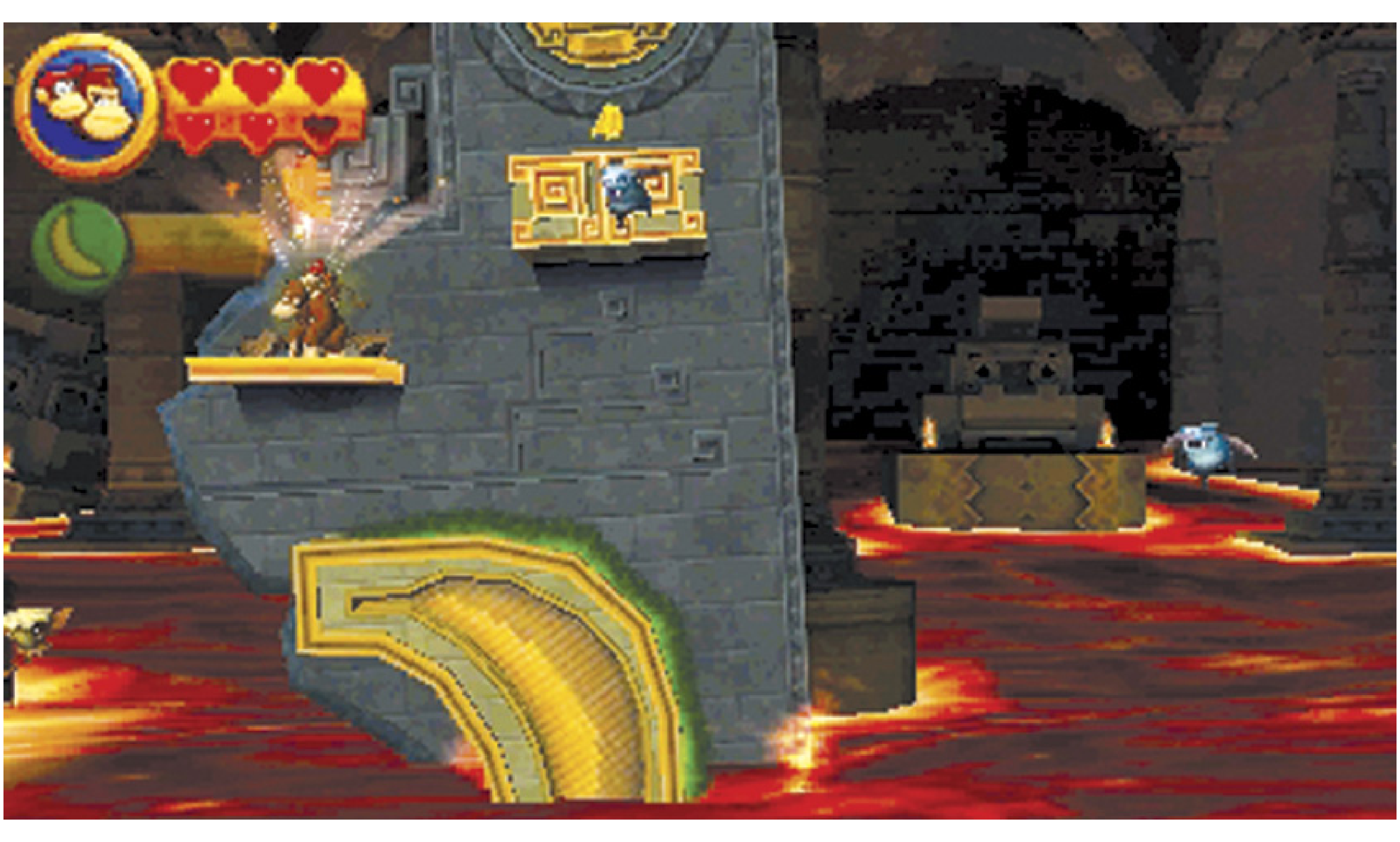
④ As you reach this point, you must hang out on the platform with the container. You can't jump over onto the spiked block to the right. Instead, wait for it to sink, and another platform will drop down for you to jump to. If you try to rush through this spot, you will end up in the lava.



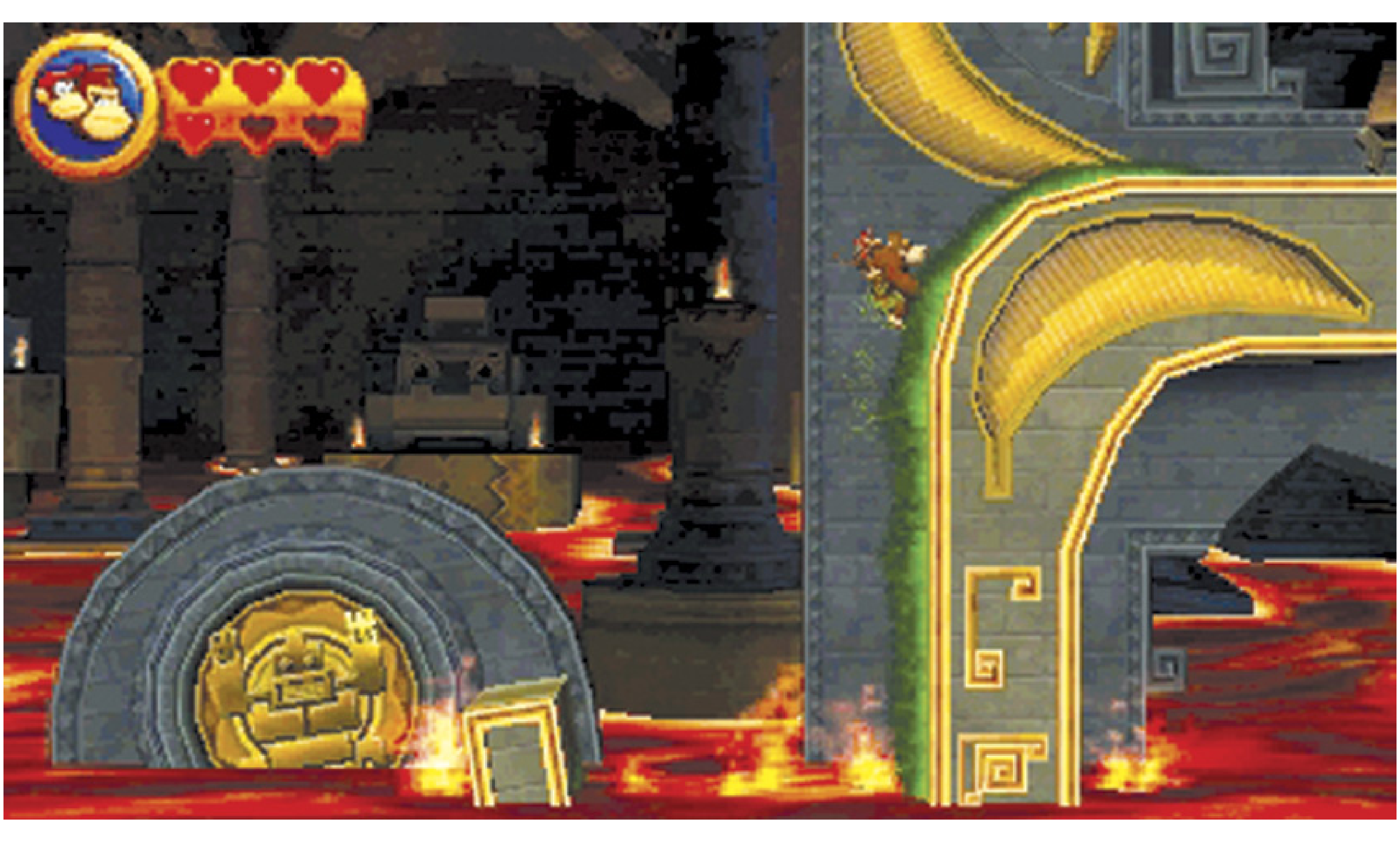
⑤ This Puzzle Piece is located underneath a platform with only lava beneath it. To get it, you must roll from the platform to the left and then jump while in midair to grab the Puzzle Piece and get onto a platform above it.



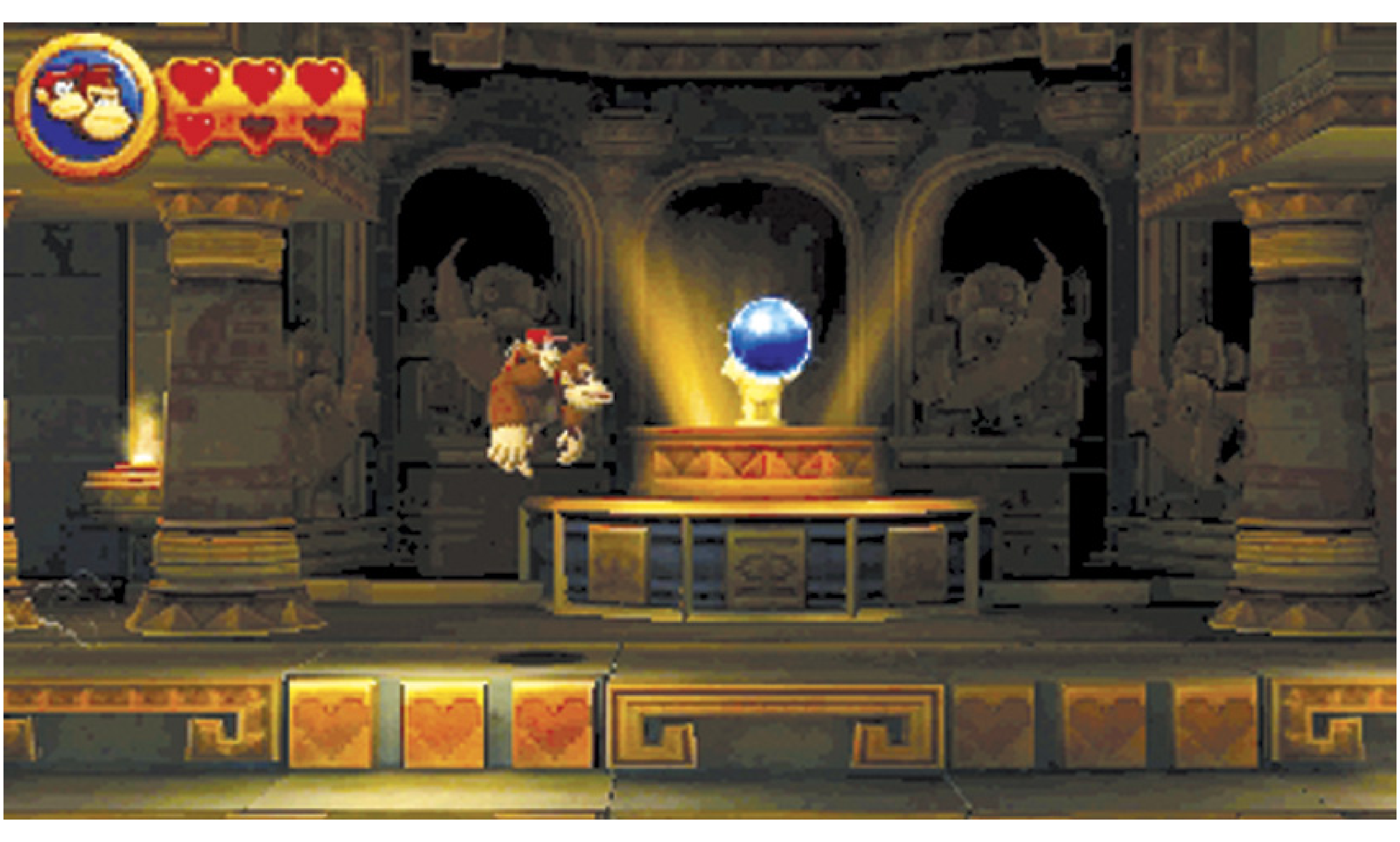
⑥ After climbing across a grassy surface, drop down onto a small platform. You now need to get atop the grassy platform. Jump up and bounce off of a Squeekly so you can get enough height. Rush over to the left and pound the container to get the Puzzle Piece. Then quickly return to the right before the platform sinks into the lava.



⑦ When you reach the area where you must climb vertical grassy walls, you have only one more Puzzle Piece to get. After climbing the first grassy wall, jump up to a platform on the left and pound the container to get the final Puzzle Piece.



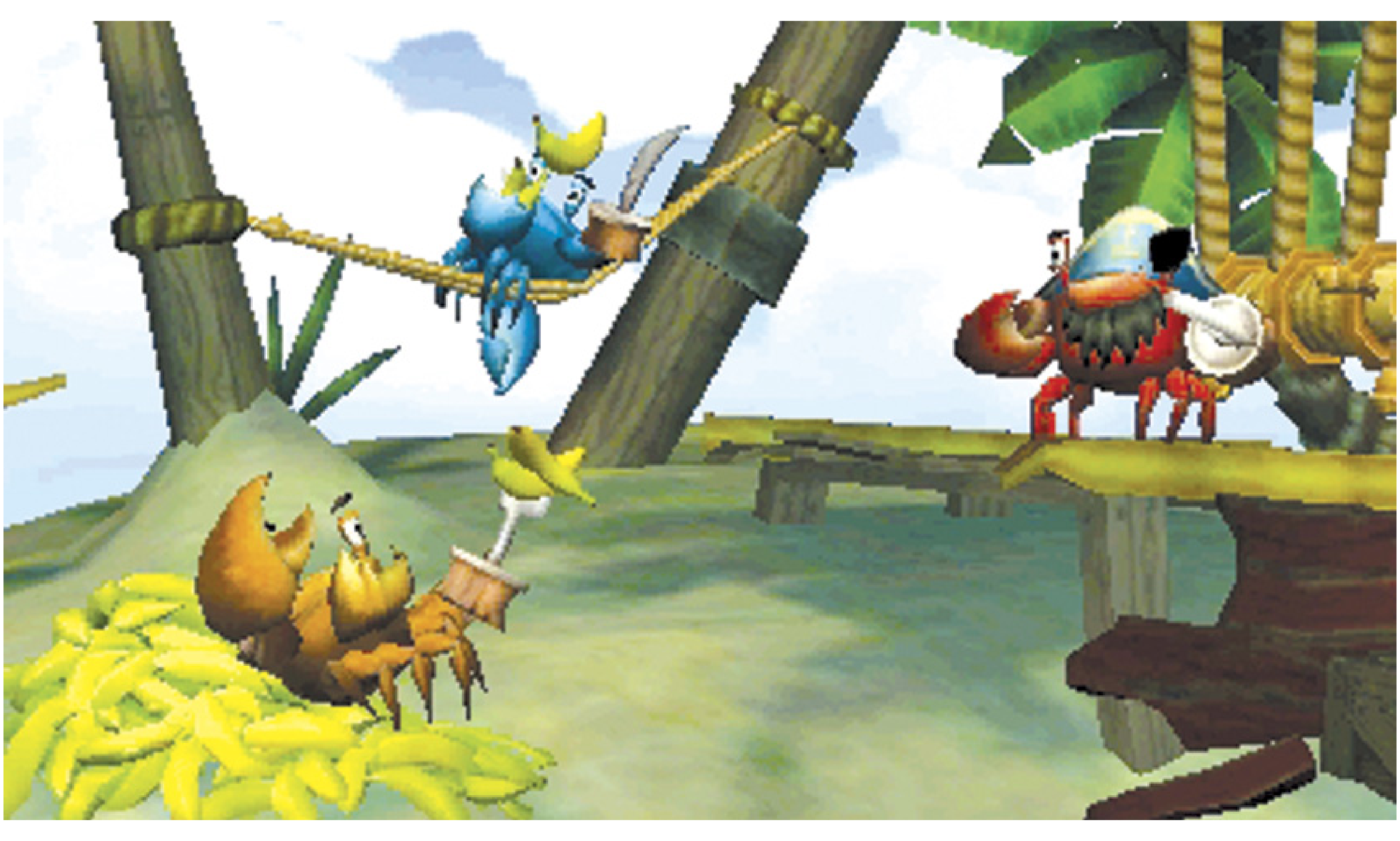
⑧ You must climb up the grassy walls as fast as you can. The platforms are sinking quickly into the lava, and you have no room for error. Make sure your jumps are good—especially when jumping across from one grassy wall to another.



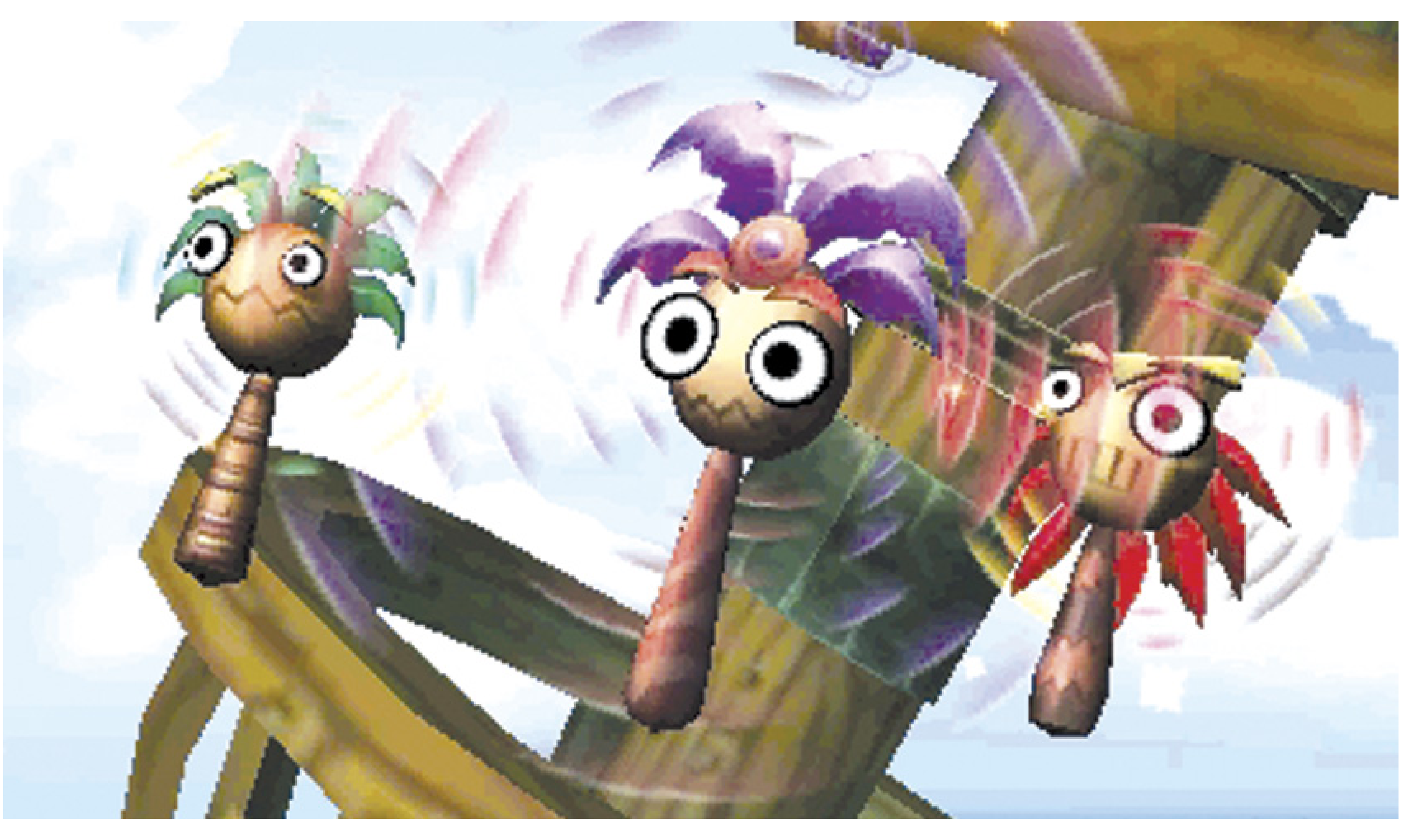
⑨ As you get to the end chamber, take a breath and get the org.

World 2

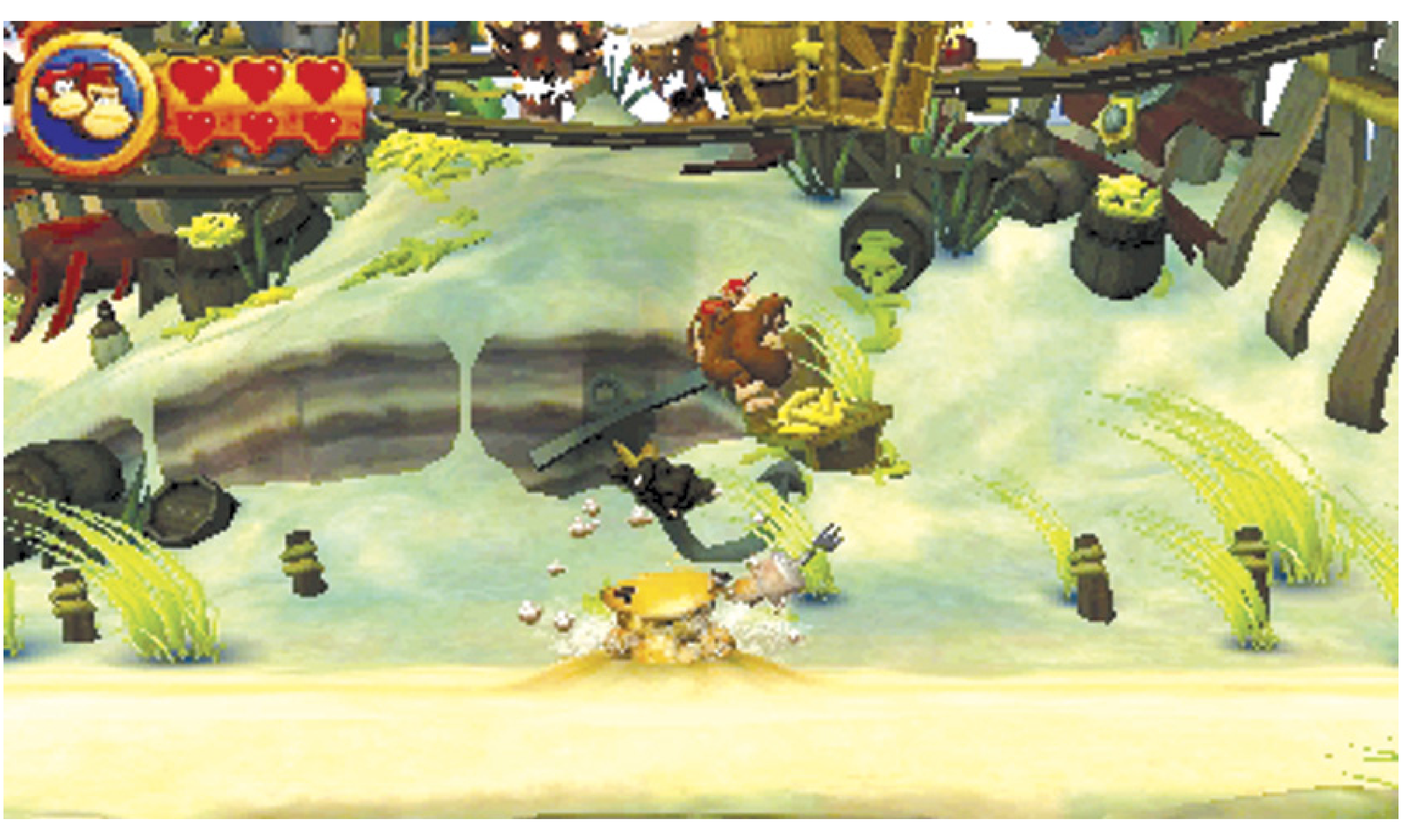
Pinchin' Pirates



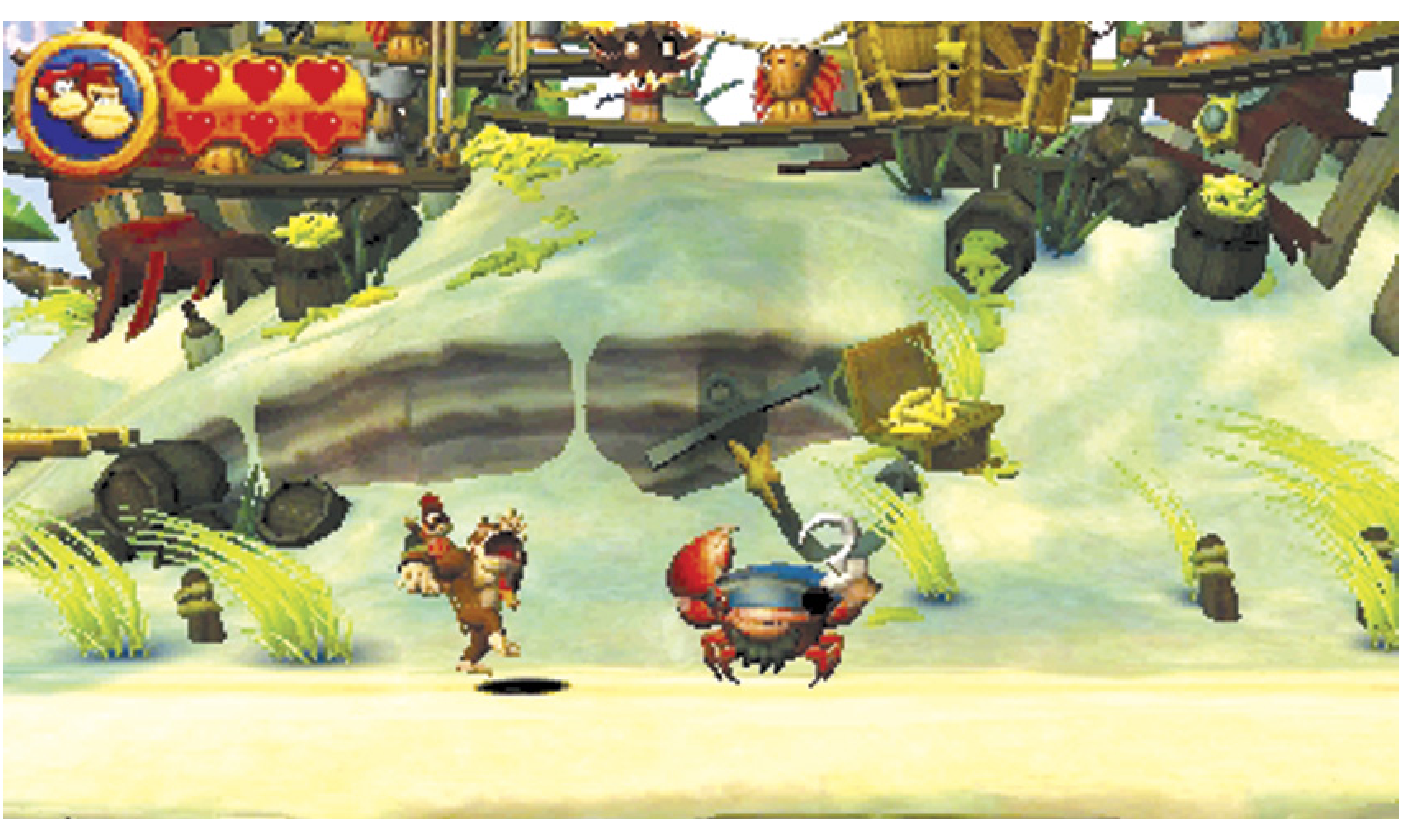
Donkey Kong and Diddy Kong have reached the end of the beach world. There they see Cap'n Greenbeard and his Scurvy Crew enjoying some bananas.



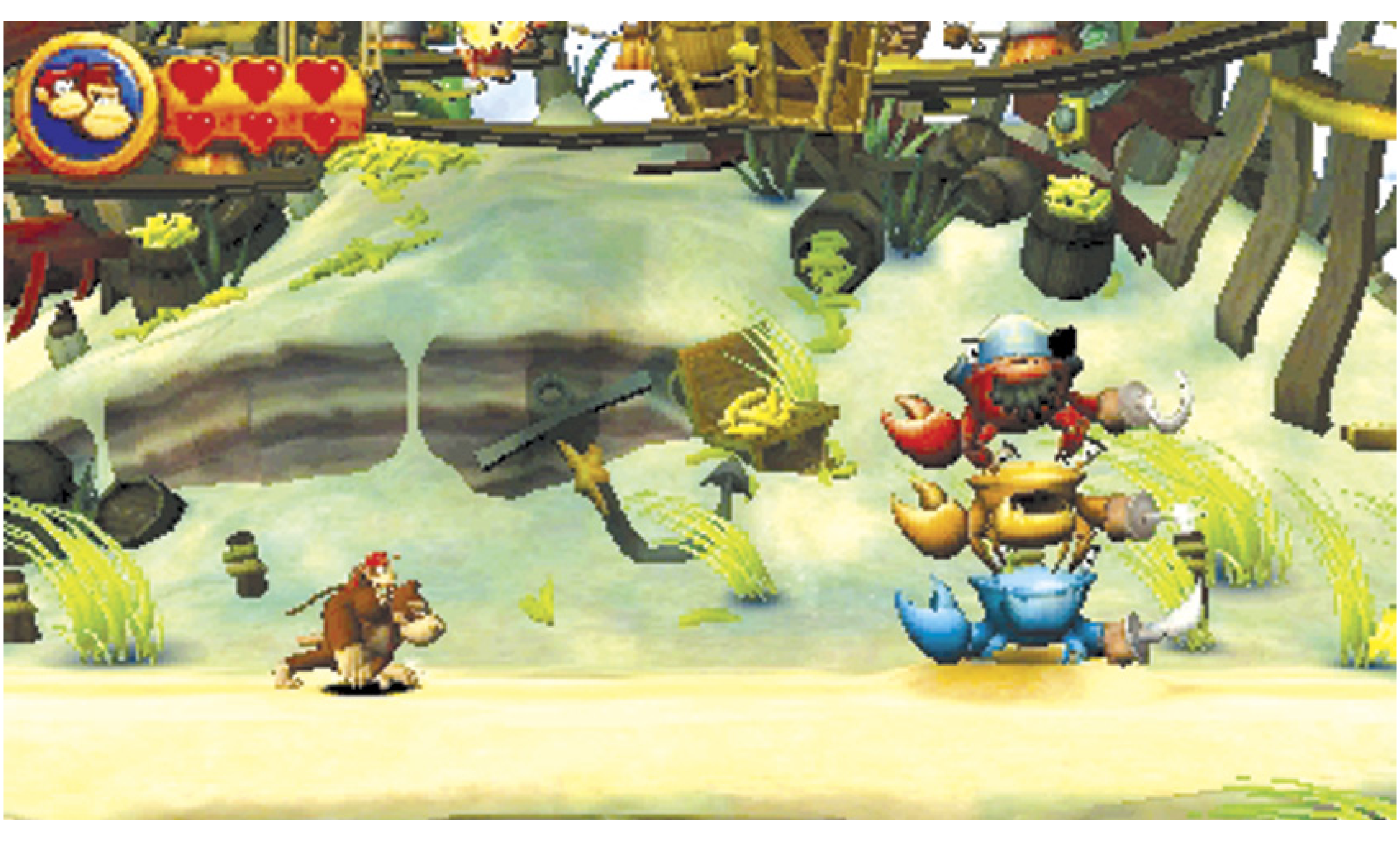
However, the Tikis have something else in mind. They make their music and possess the pirates in order to destroy you.



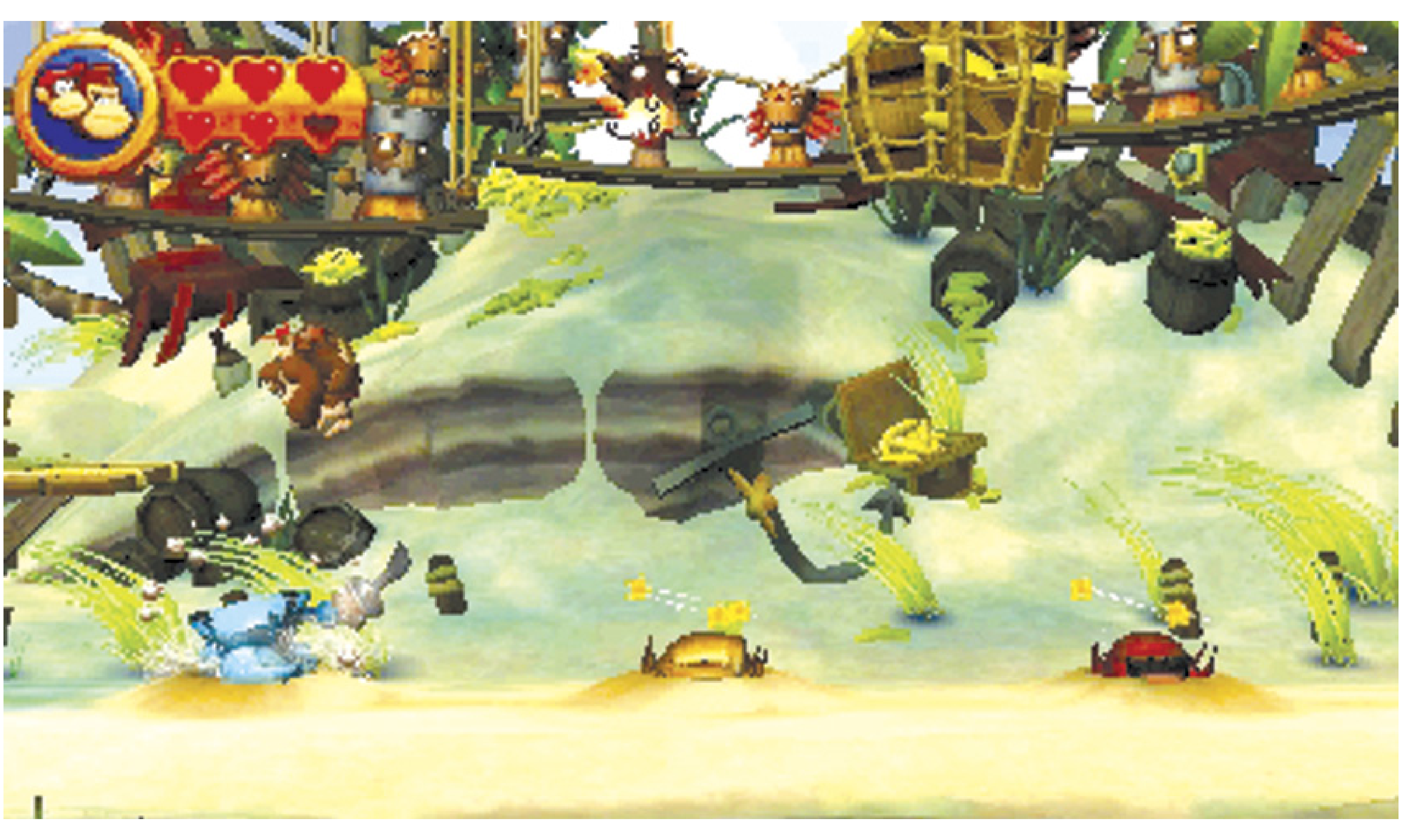
First you must defeat each pirate individually. If their claws are not up, jump on them to get them to raise their claws. Then pound the ground near them to flip them over. Jump on the upside-down pirate to defeat it.



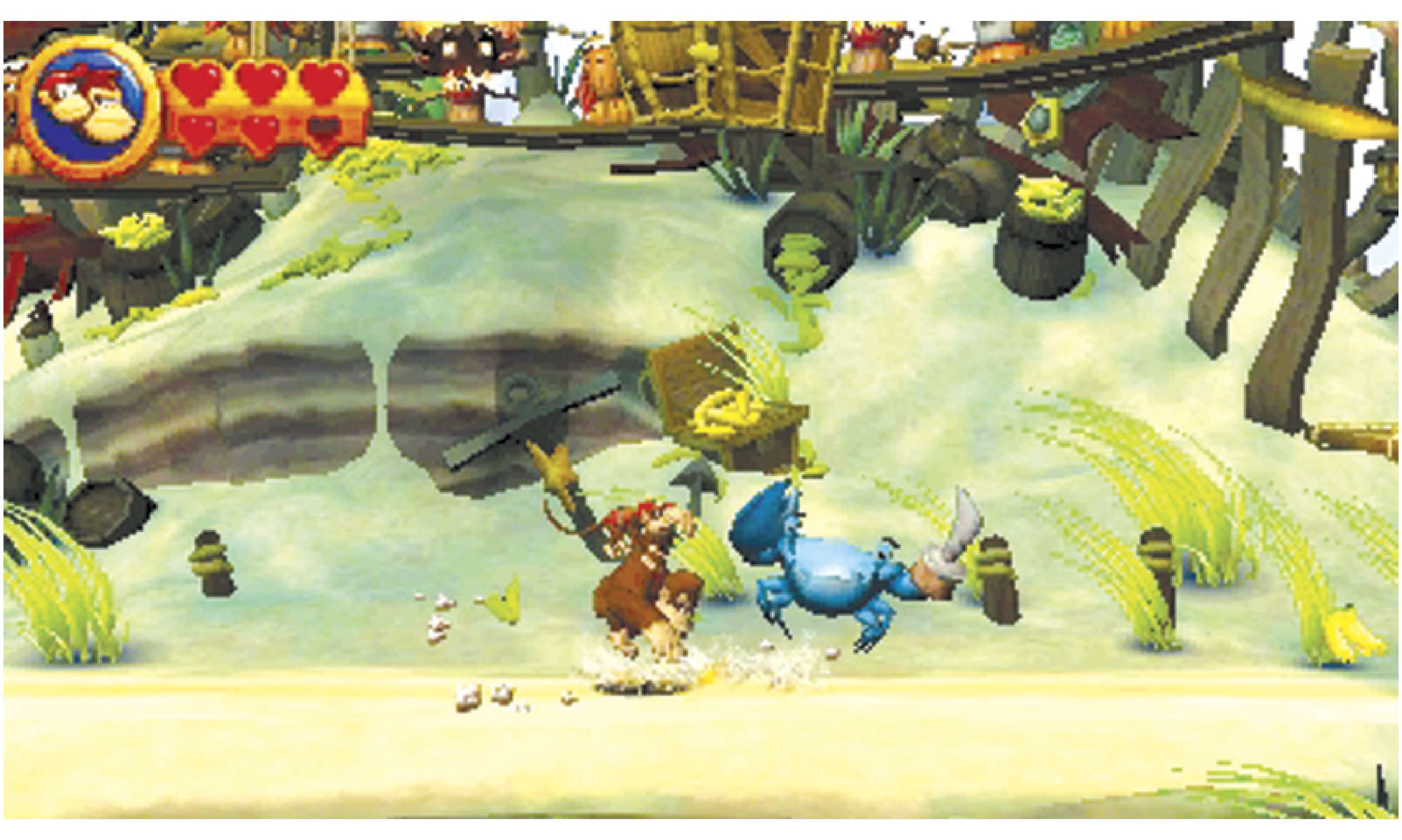
Repeat this tactic with the other two pirates. Be careful not to jump on them when their claws are up, or you will lose a heart.



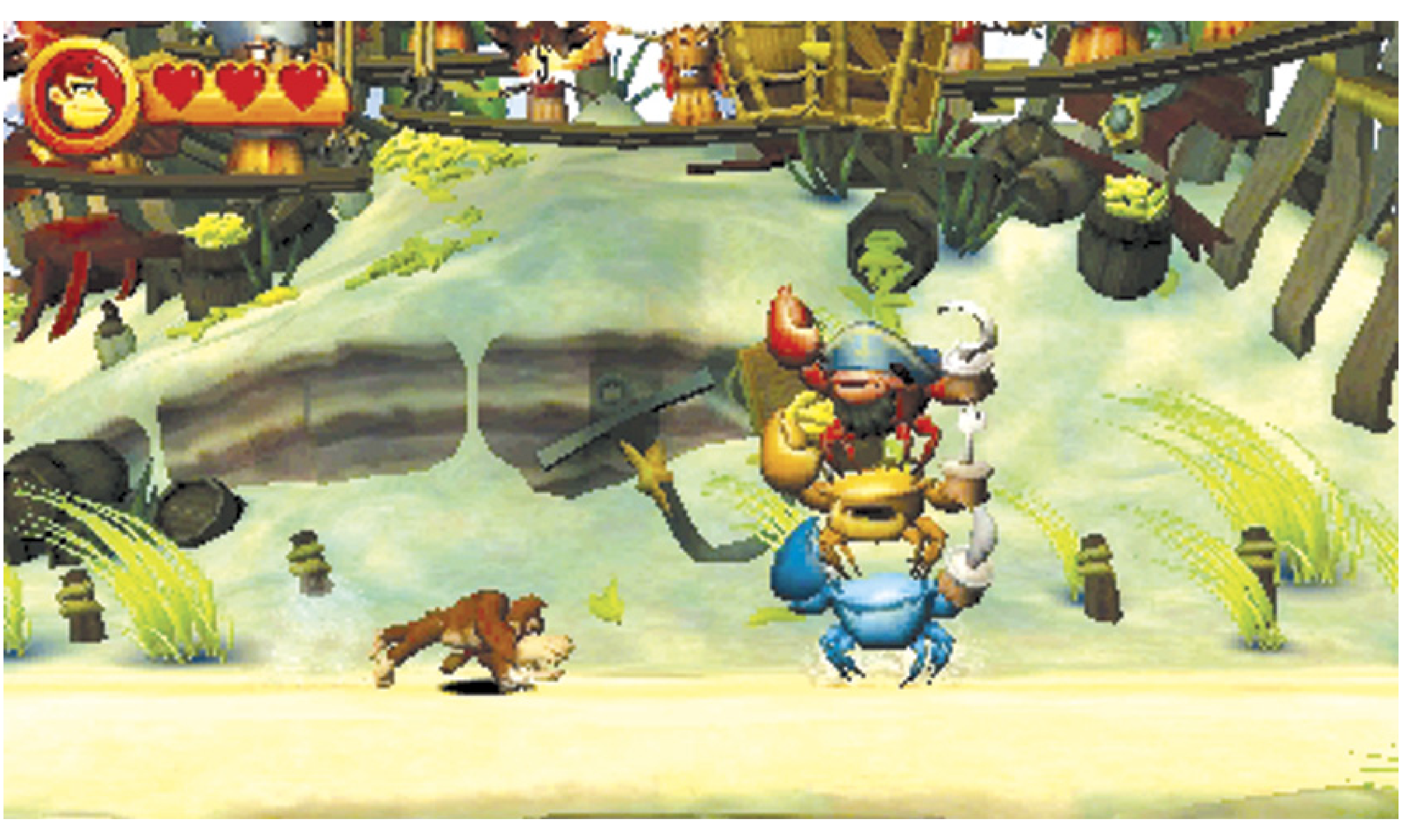
The second round forces you to fight against all three pirates at once. They will stack on top of one another. Jump up onto a platform to one side of the area, and as they come toward you, jump over them. Wait until they all raise their claws and then roll into them to knock them down.



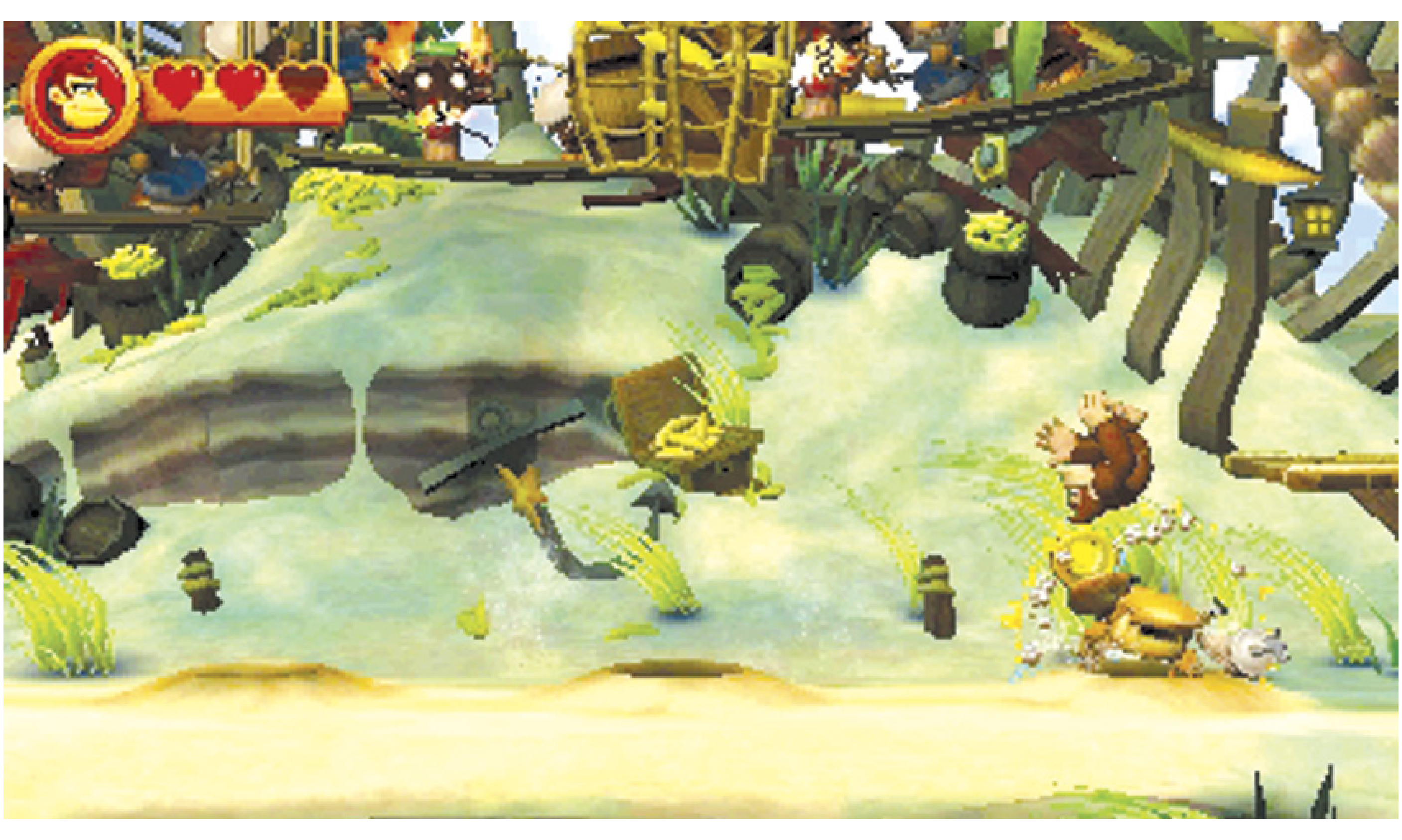
All three pirates will go facedown in the sand. Quickly jump on all three before any of them can get up.



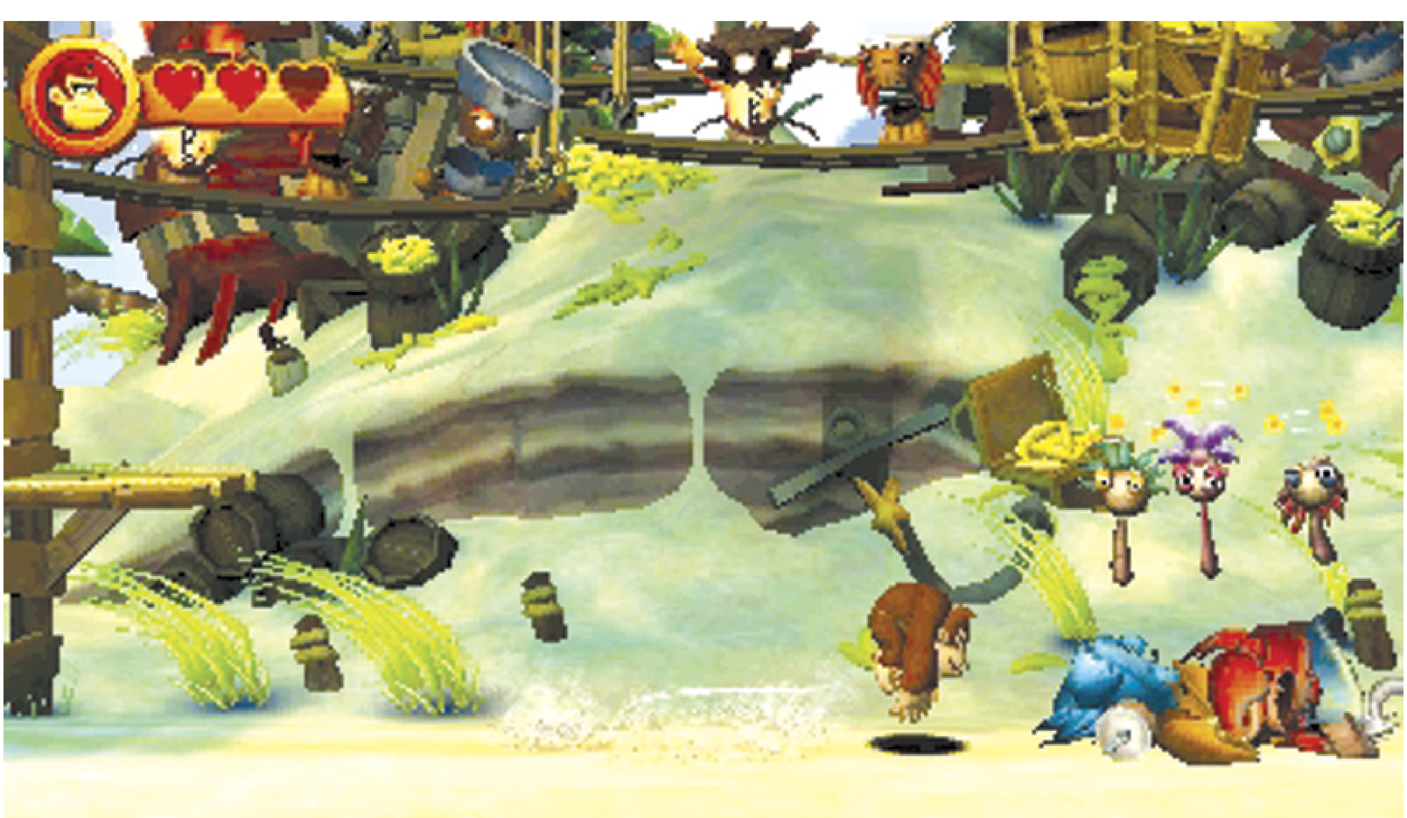
You now have to go through the Scurvy Crew and Cap'n Greenbeard individually again. This time they are moving faster and are more likely to lift their claws, so be careful when jumping on them.



The toughest part is when you face all three again. They move faster toward you, so you must be quick to jump over them.



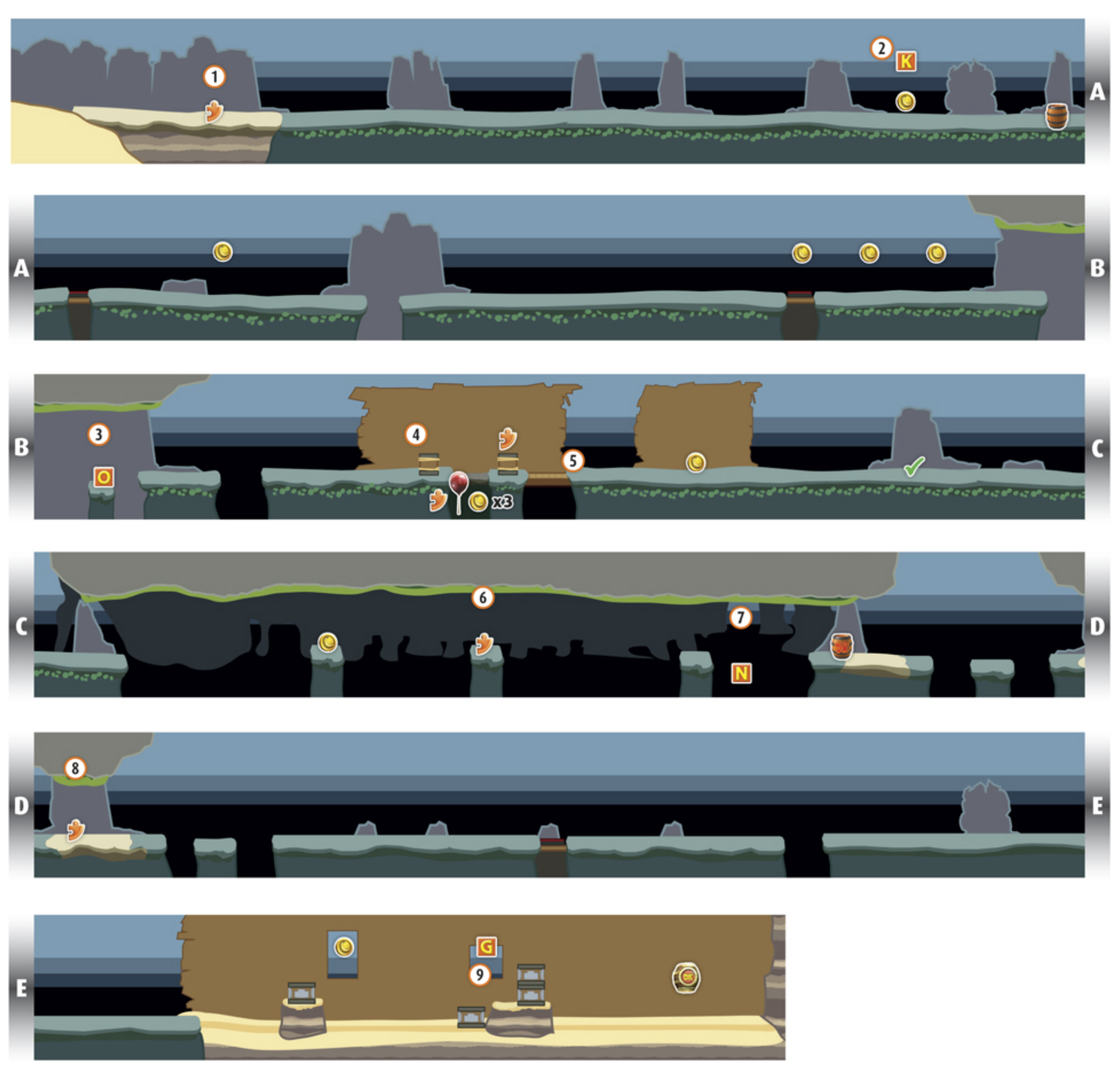
After you knock them down, start at one end and quickly jump on each in turn before any of them can get up. This can be difficult, so you may have to try it a few times to get the timing right.

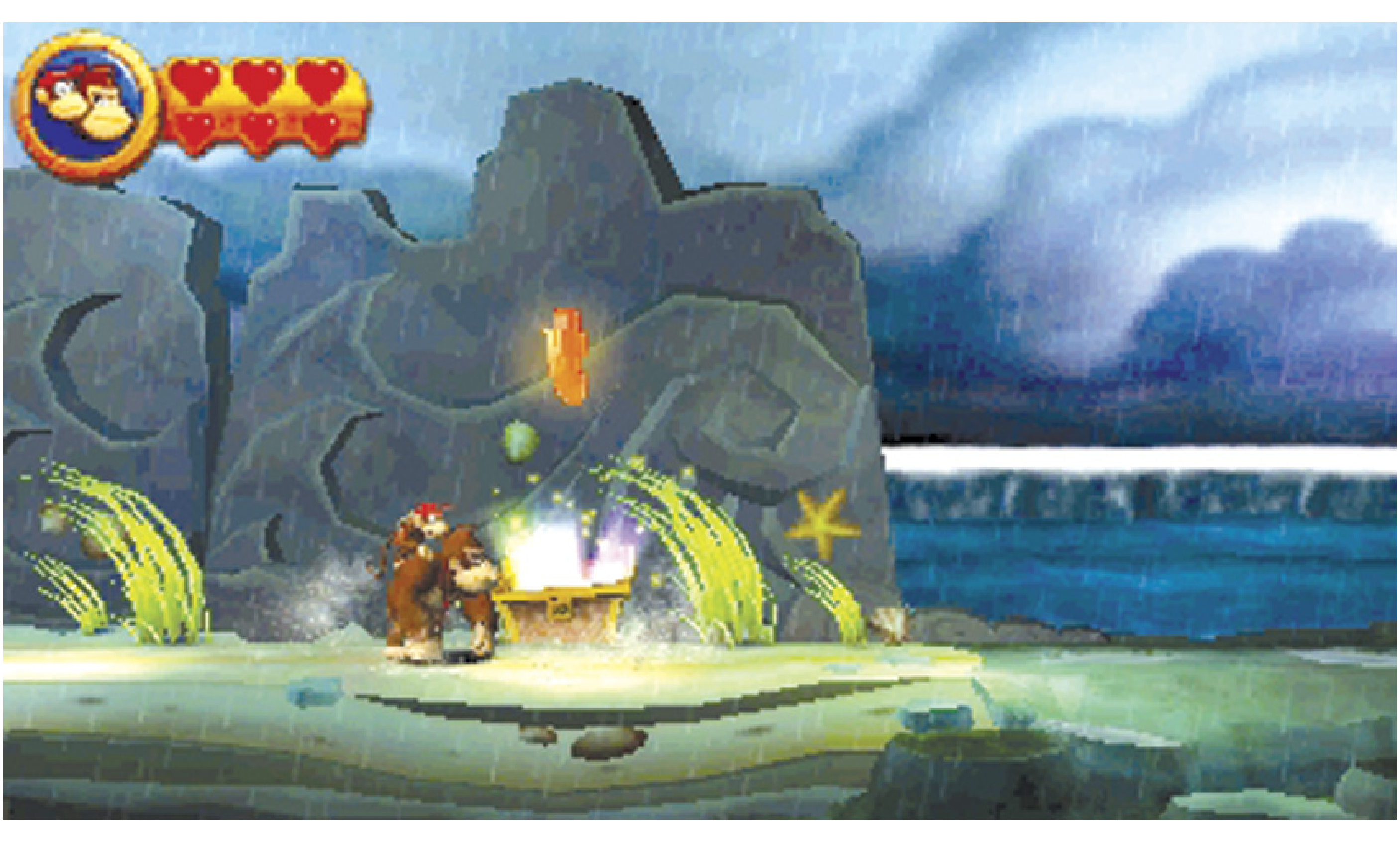


After you knock out the pirates, run and hit the Tikis to complete this boss battle.

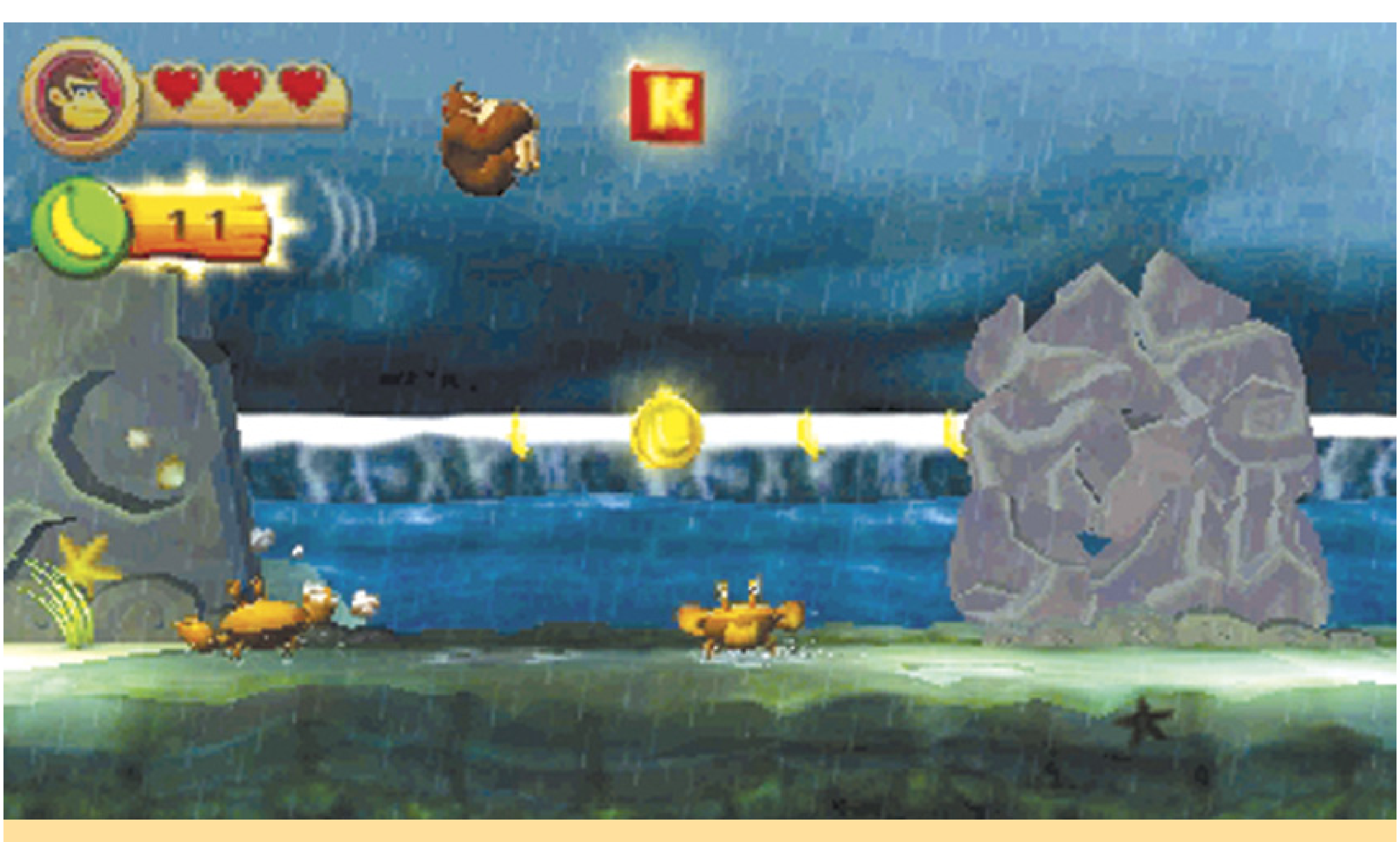
World 2

Tidal Terror

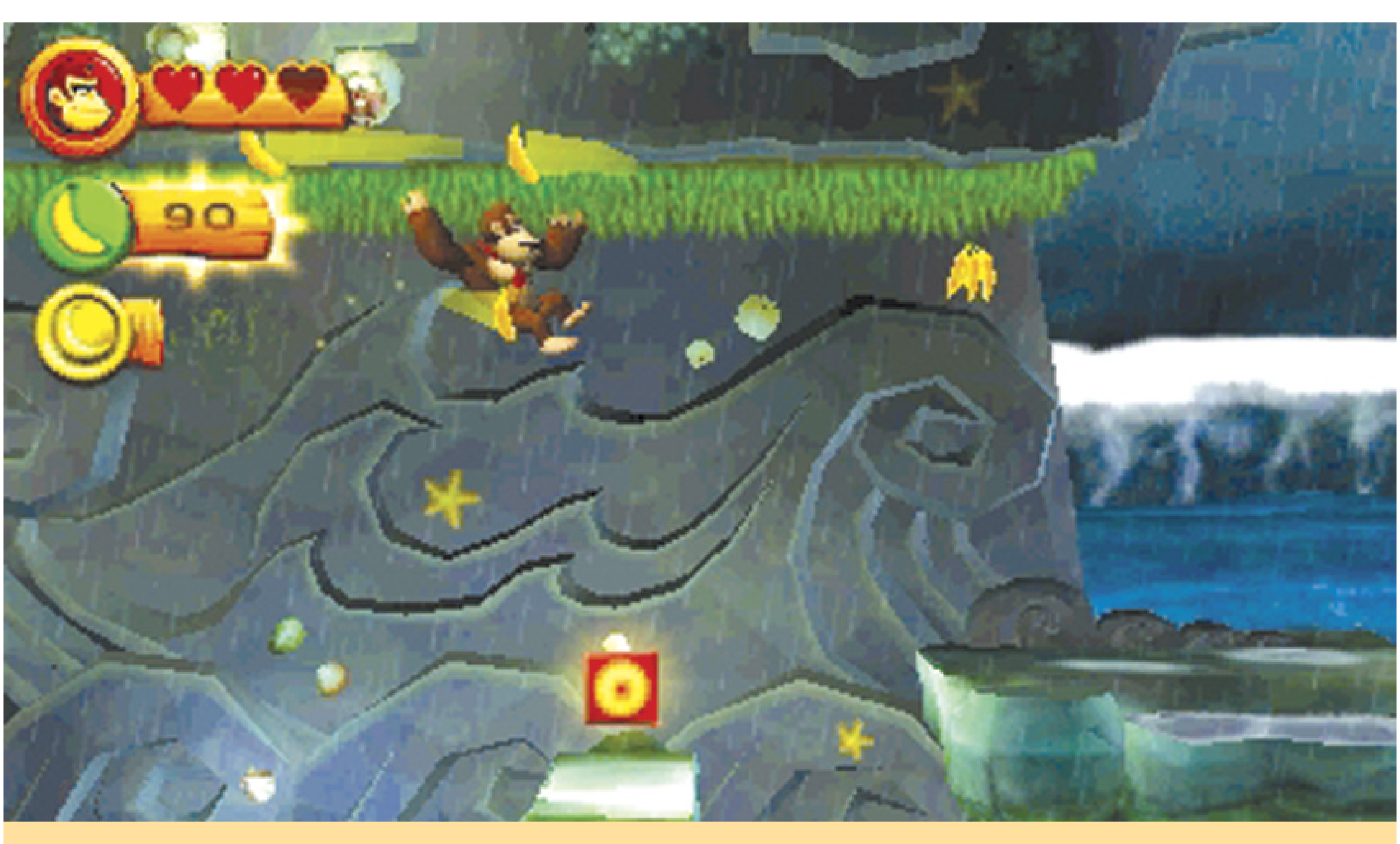




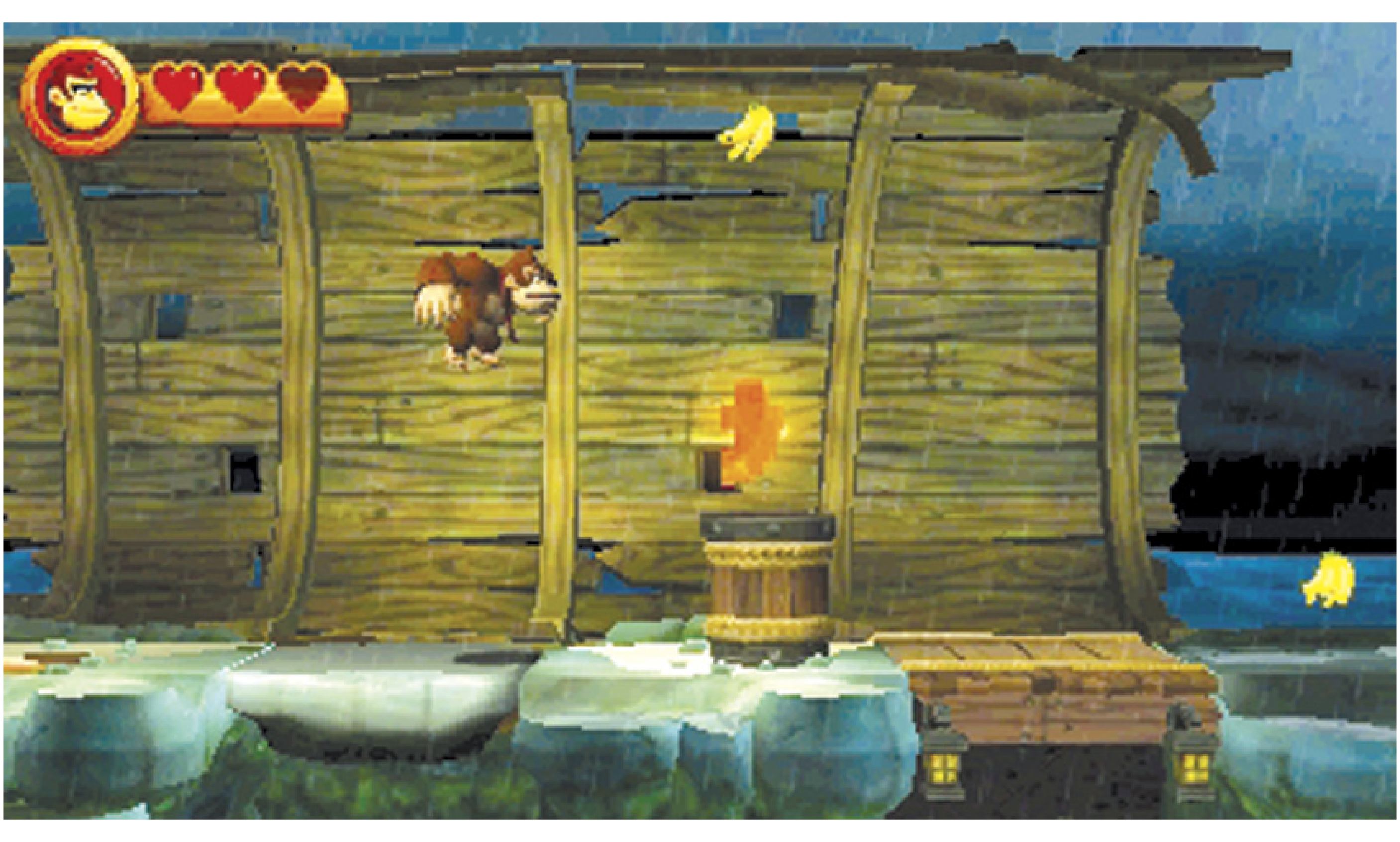
① This level can be tough, since waves are constantly crashing against the shore. If you are not behind cover, the waves will wash you away. The first Puzzle Piece is inside the treasure chest near the start of the level. After getting it, wait behind the rock for the waves to crash, then run to the right.



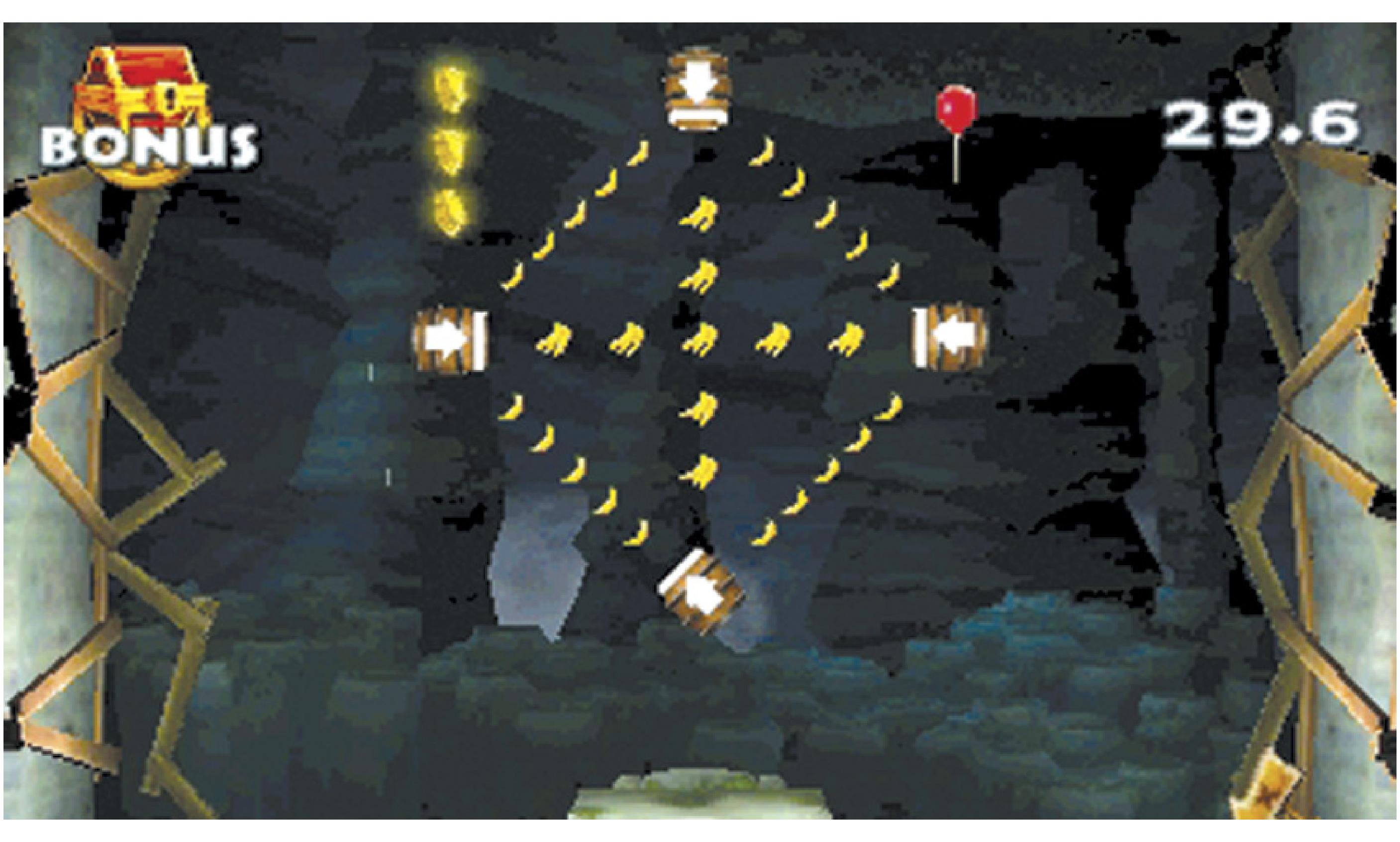
② K Stop behind rocks as you go to protect yourself from the waves. As you approach the K KONG letter, jump off the back of a Snippys to get some extra height so you can reach this letter. Continue to the right. As you cross some open areas, look for red buttons. Pound them and a piece of stone will rise up and block the waves for you. Once the wave passes, keep moving to the right.



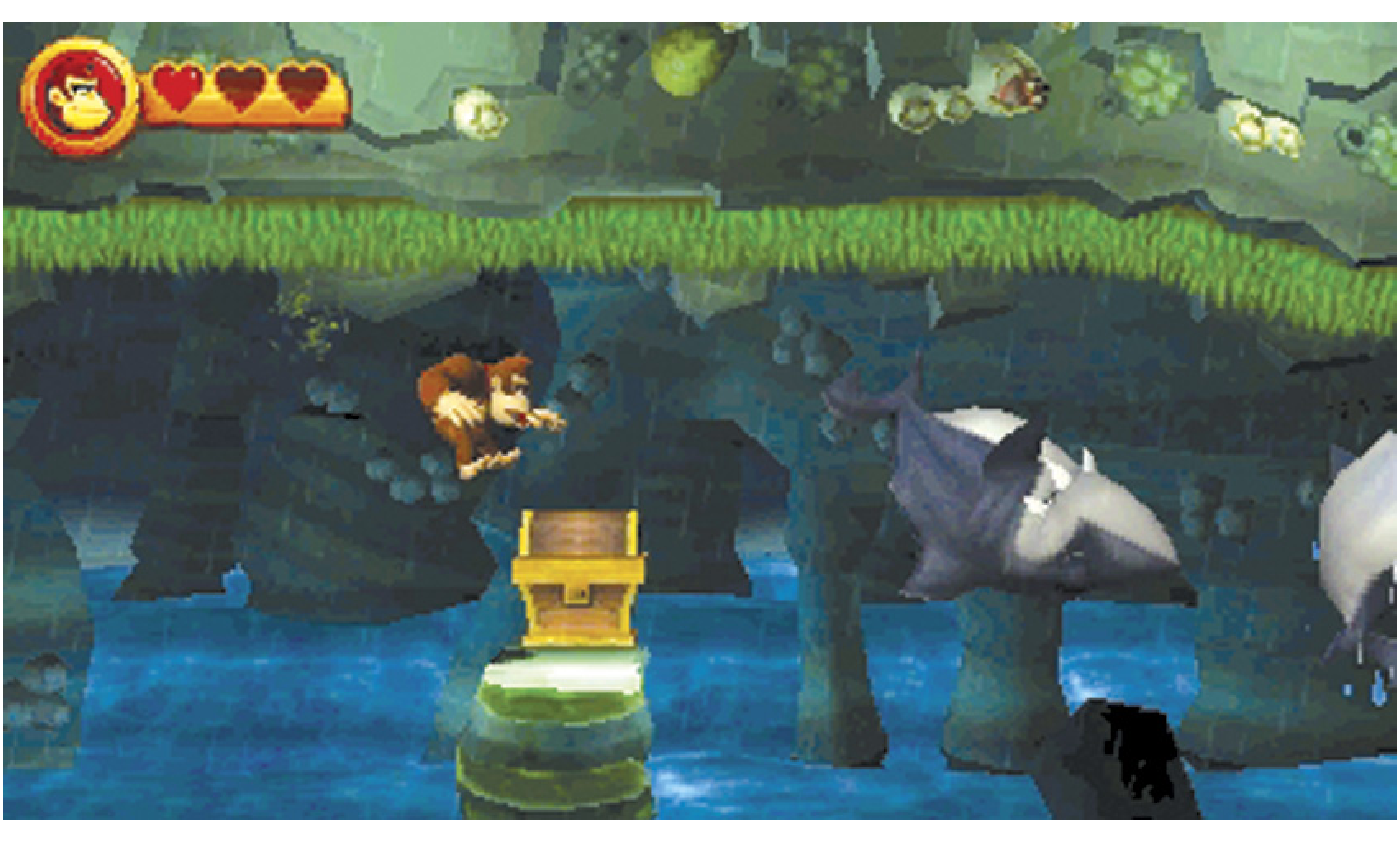
③ O As you enter a small cavern, jump up and grab on to the grassy ceiling. Climb across, avoiding a jumping Nibbles, and drop down to get the O KONG letter. Hang out here until the wave passes, then take off running to the right.



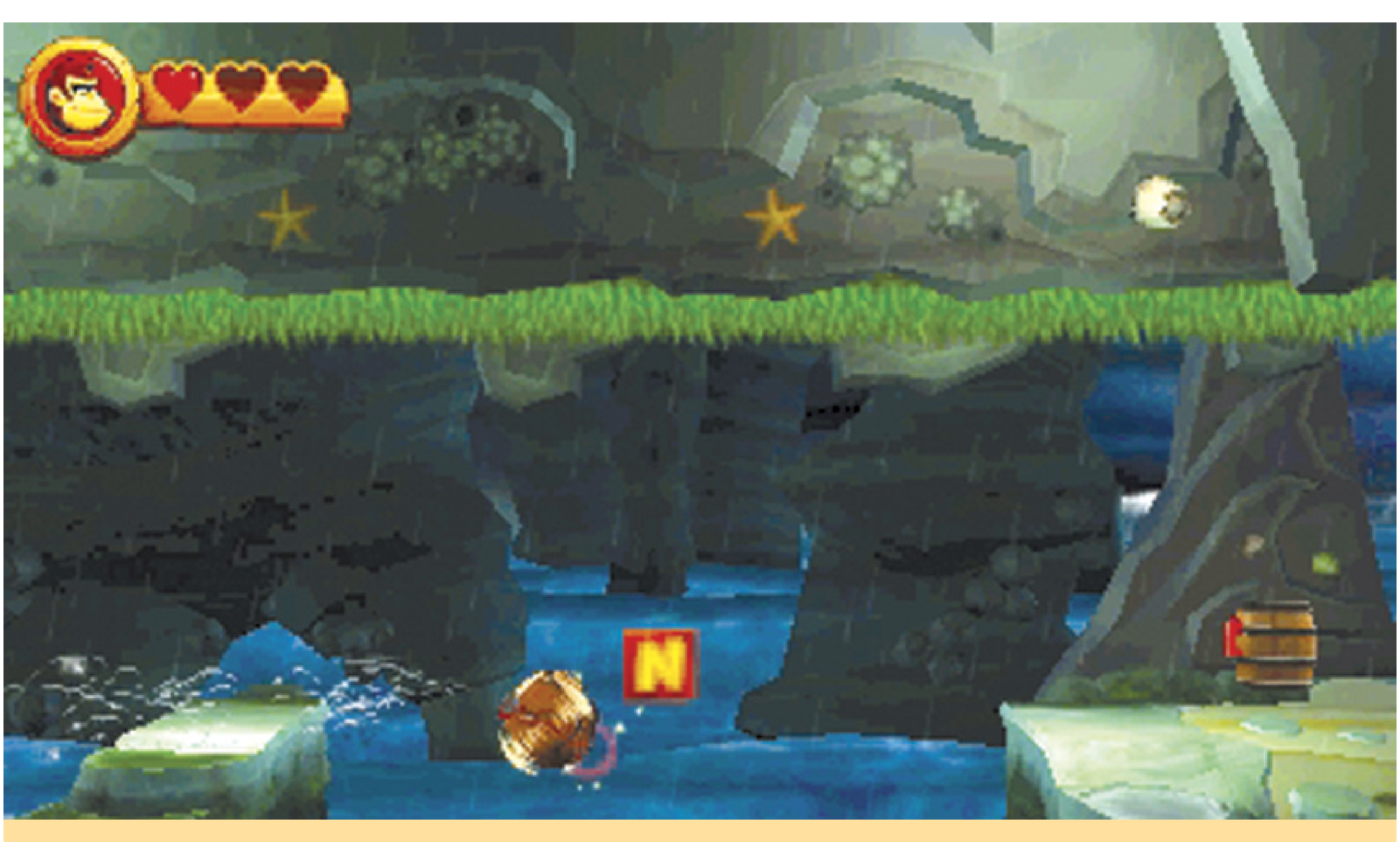
④ When you reach the hull of a shipwreck, pound on a piling and another one will pop up, along with a Puzzle Piece. Get it along with some bunches of bananas here.



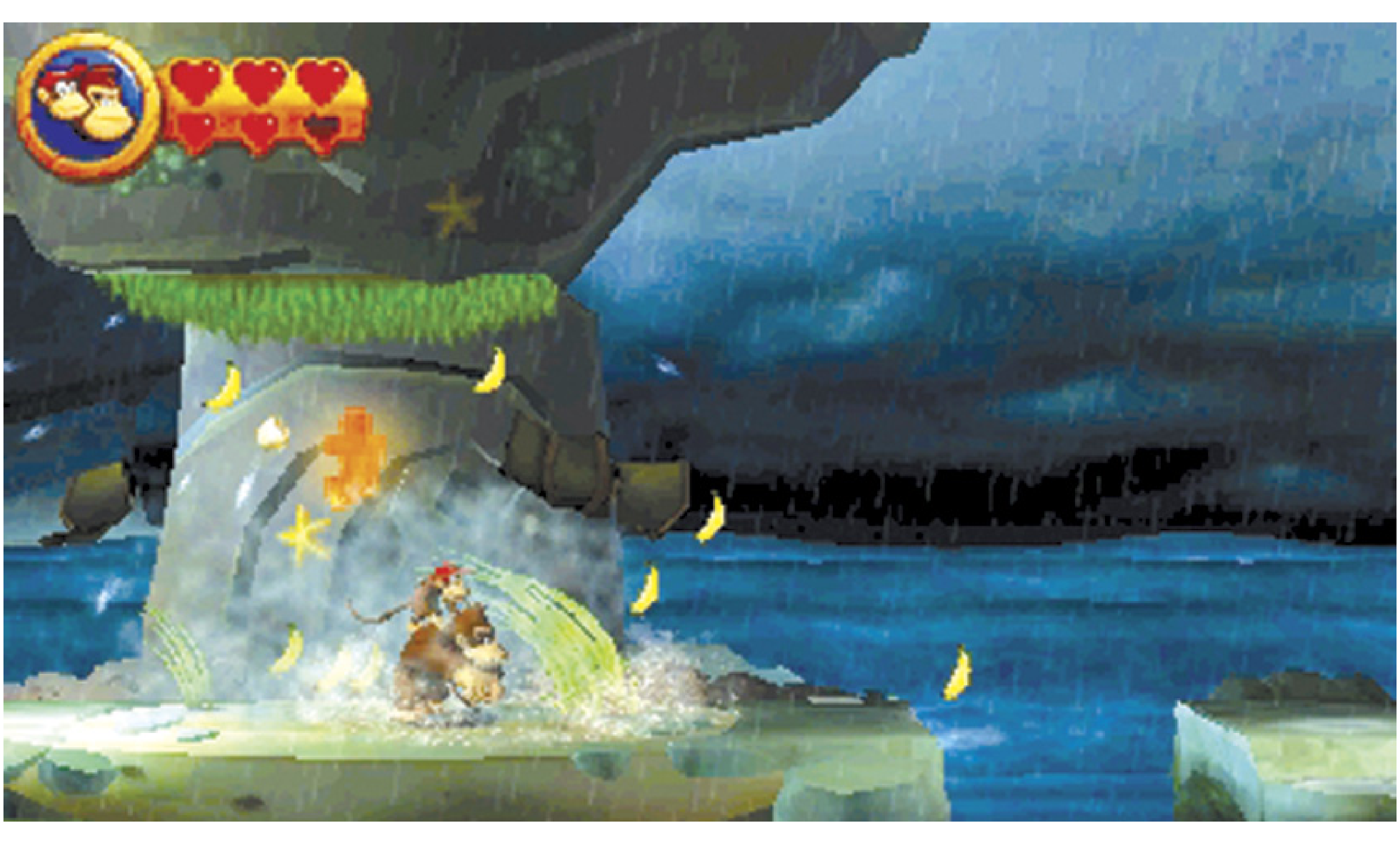
⑤ Just to the left of the Puzzle Piece, pound a trapdoor to drop into a bonus area. Use four barrels here to shoot around the area, collecting coins, bananas, and a balloon. Get them all and you will receive a Puzzle Piece.



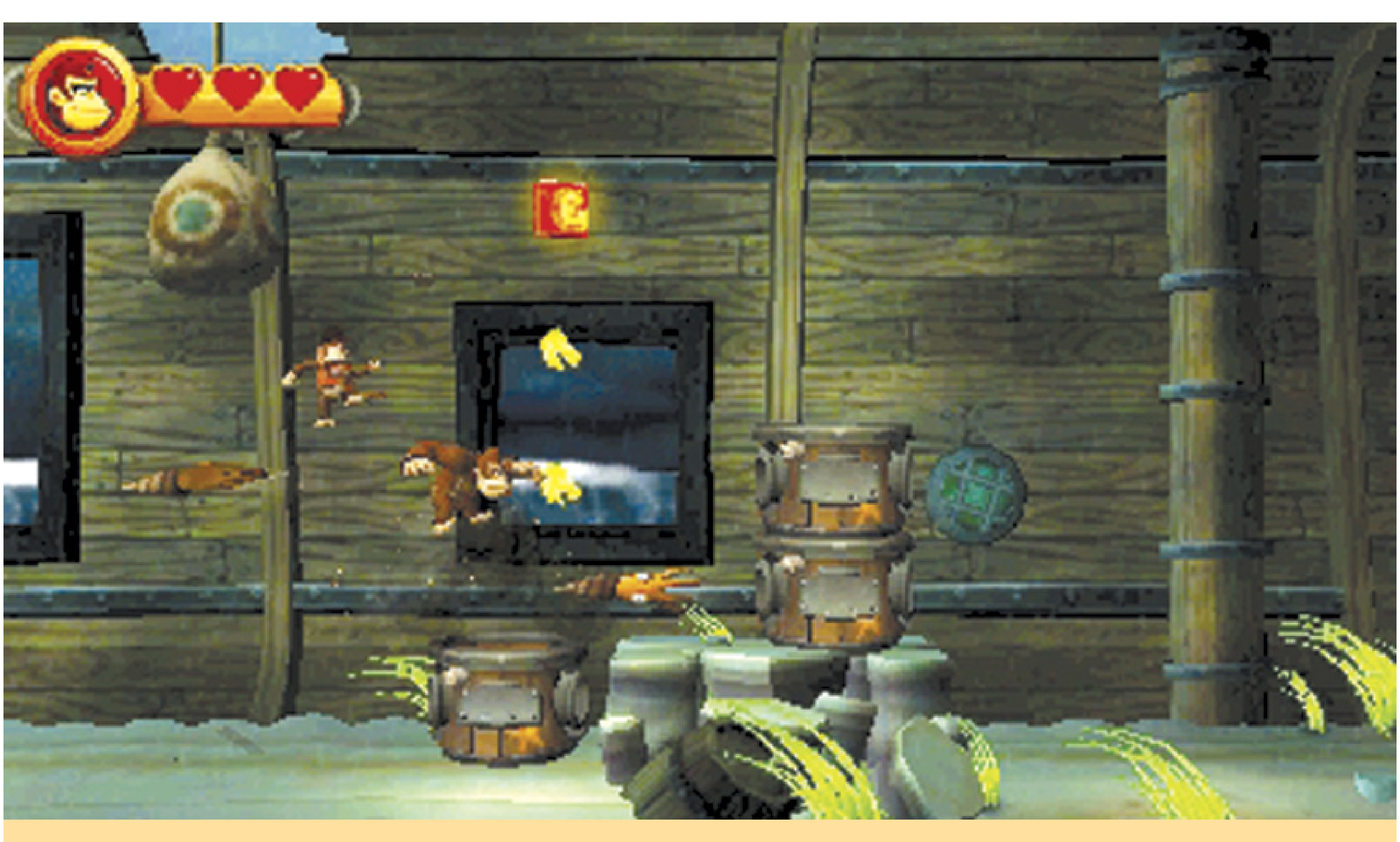
⑥ After moving past the checkpoint, enter a cavern and climb along the grassy ceiling. Drop down next to a treasure chest and pound it open to get a Puzzle Piece.



⑦ N Keep climbing along the ceiling past jumping Nibbles, and continue past the N KONG letter. Pick up the DK Barrel to get Diddy Kong (if you don't already have him); then head back to the ledge to the letter's left. Roll to the right to get the N KONG letter, and then jump in midair while rolling to get back to the other side.



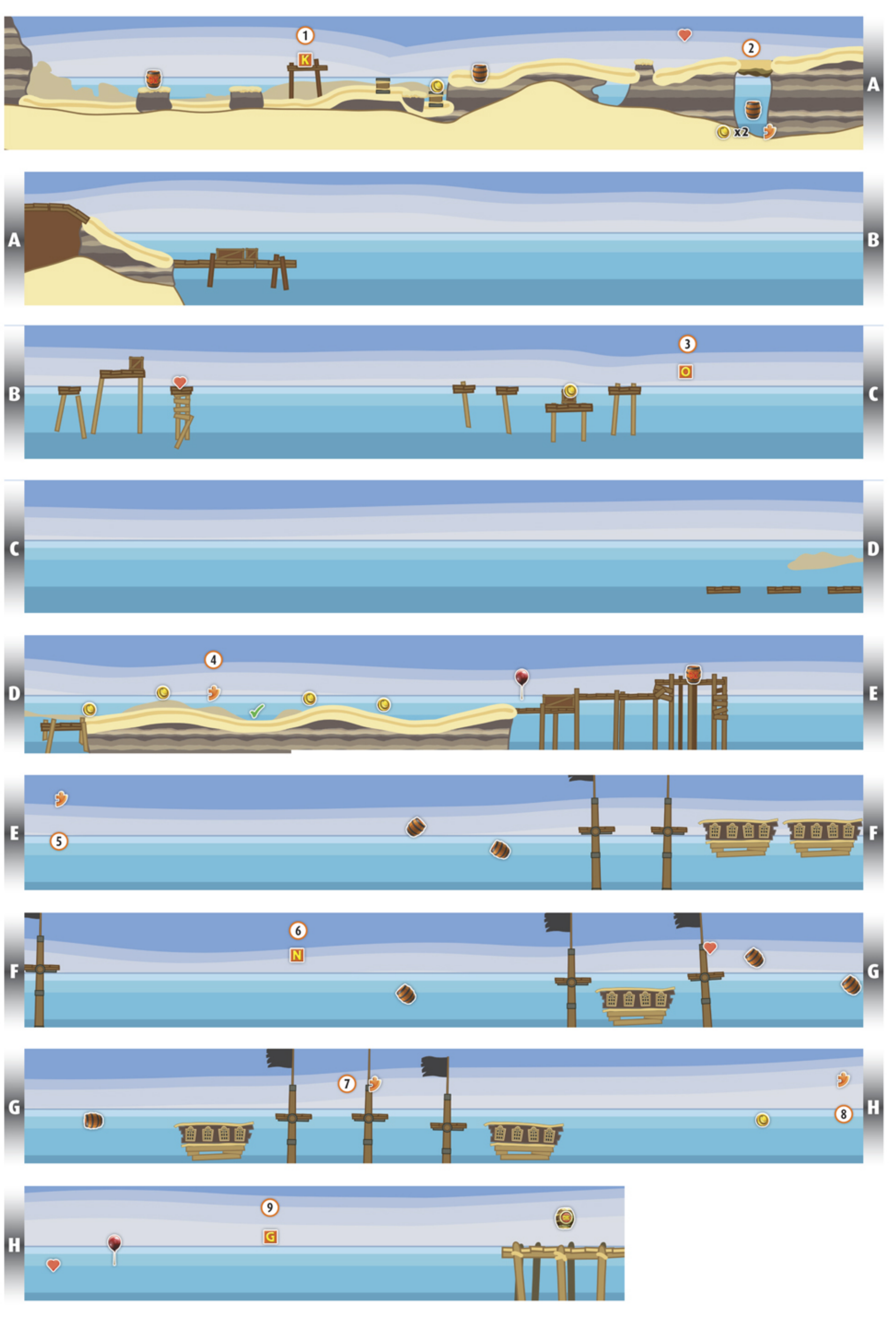
⑧ Continue to the right until you reach a washtub. Pound the ground by it to release lots of bananas and a Puzzle Piece. You now have to move across a long stretch of open ground. Run to the right and quickly pound on the red button to bring up some rocky protection just in time to stop a wave from washing you away.

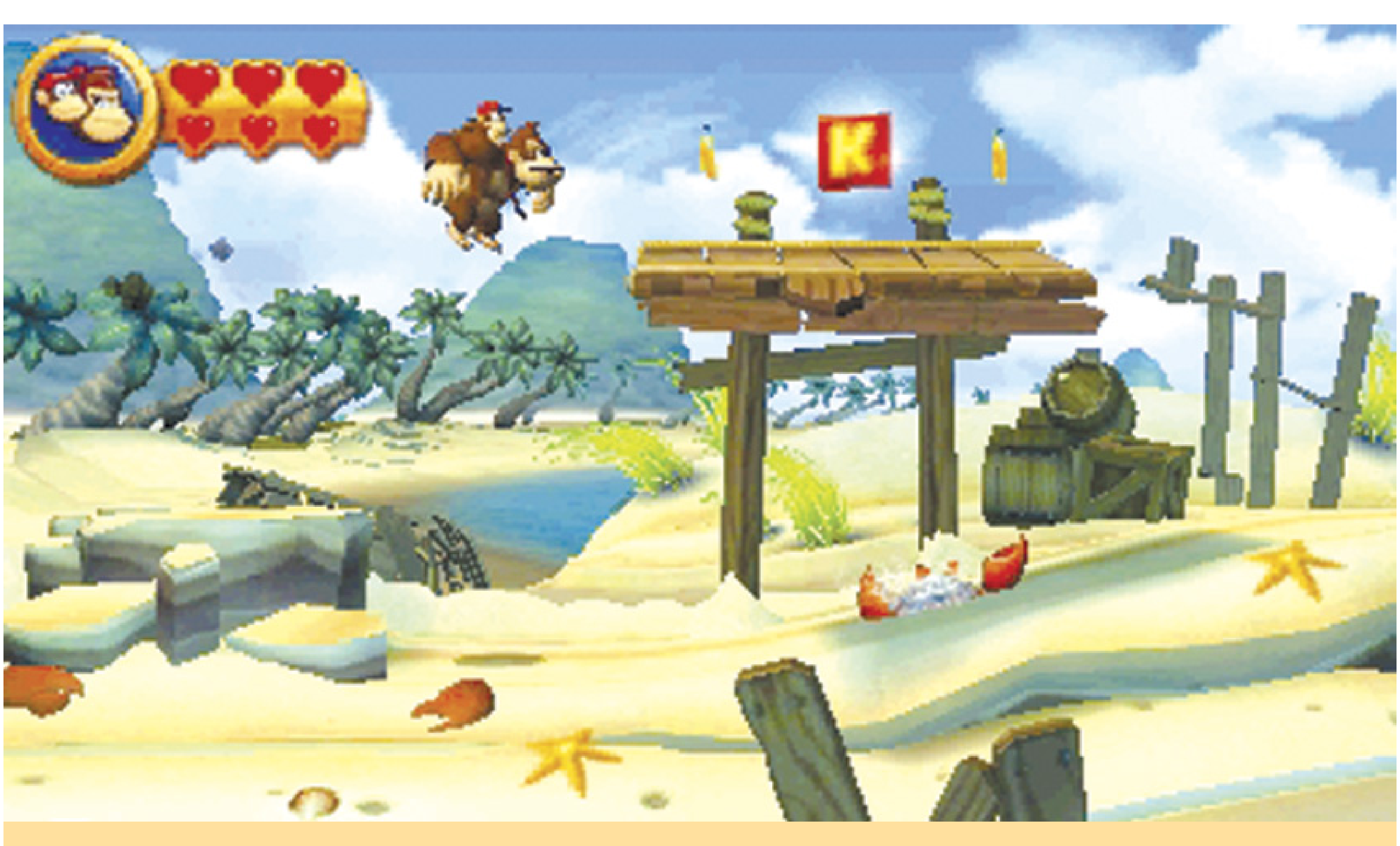


⑨ G Keep running to the right, stopping only to take cover behind rocks. As you arrive at another shipwreck, pick up the barrel, jump onto the Squid Shot, and throw the barrel at the bag to release a coin and some bananas. Then jump onto the Squid Shot on the right side. From there, jump to the left to get the G KONG letter. Finally, open the large treasure chest to the right to reveal the Slot-Machine Barrel. Hit it to complete the level.

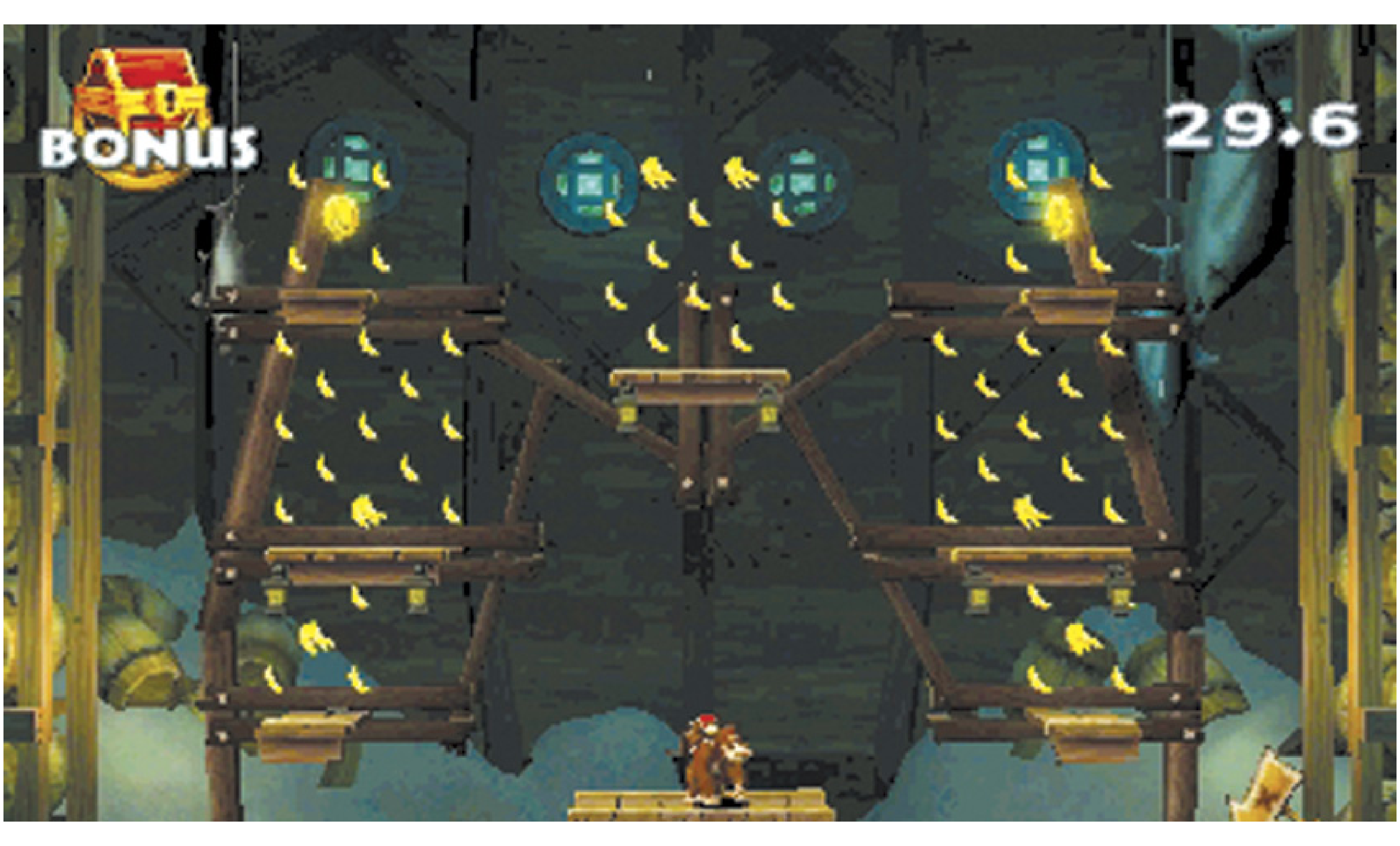
World 2

Blowhole Bound

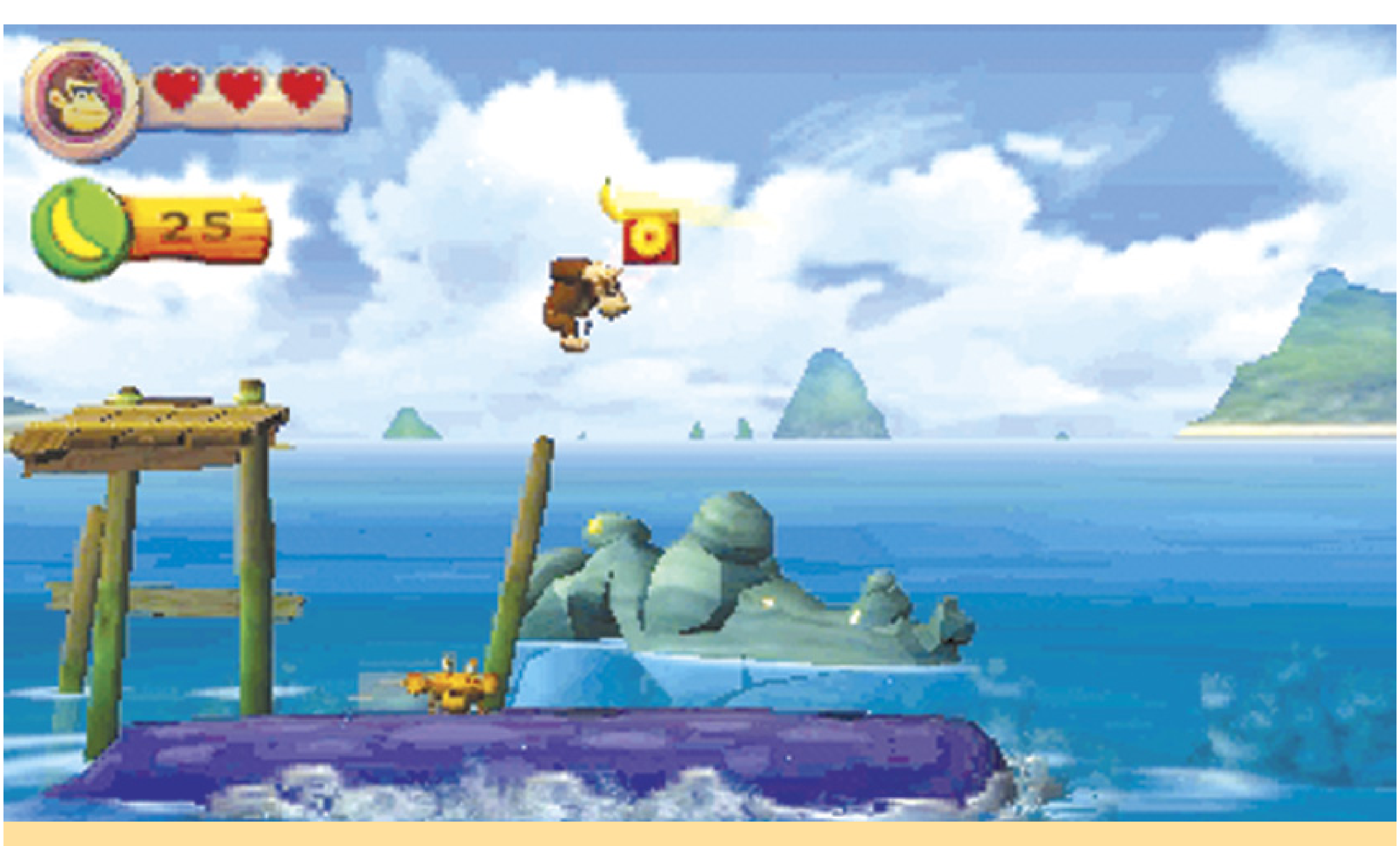




① K The first KONG letter is located near the start. Get past the Snippys and then leap from a rocky ledge up onto a platform to get the K KONG letter.



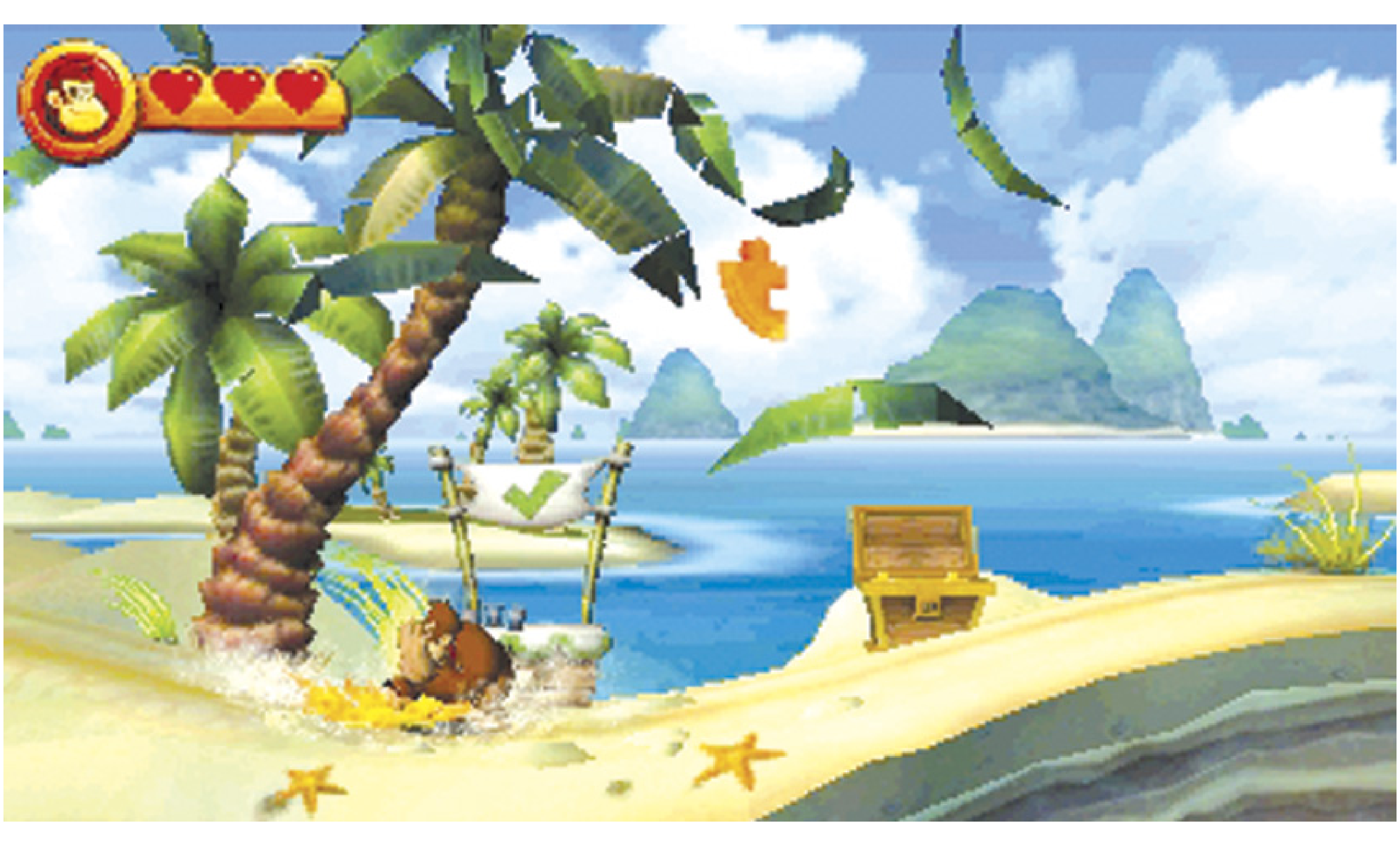
② Continue past a group of bananas and a heart, and then pound a trapdoor to drop into a barrel that will shoot you across to a ship. This bonus area has several moving platforms containing a couple coins and lots of bananas. Clear them all out to get the Puzzle Piece.



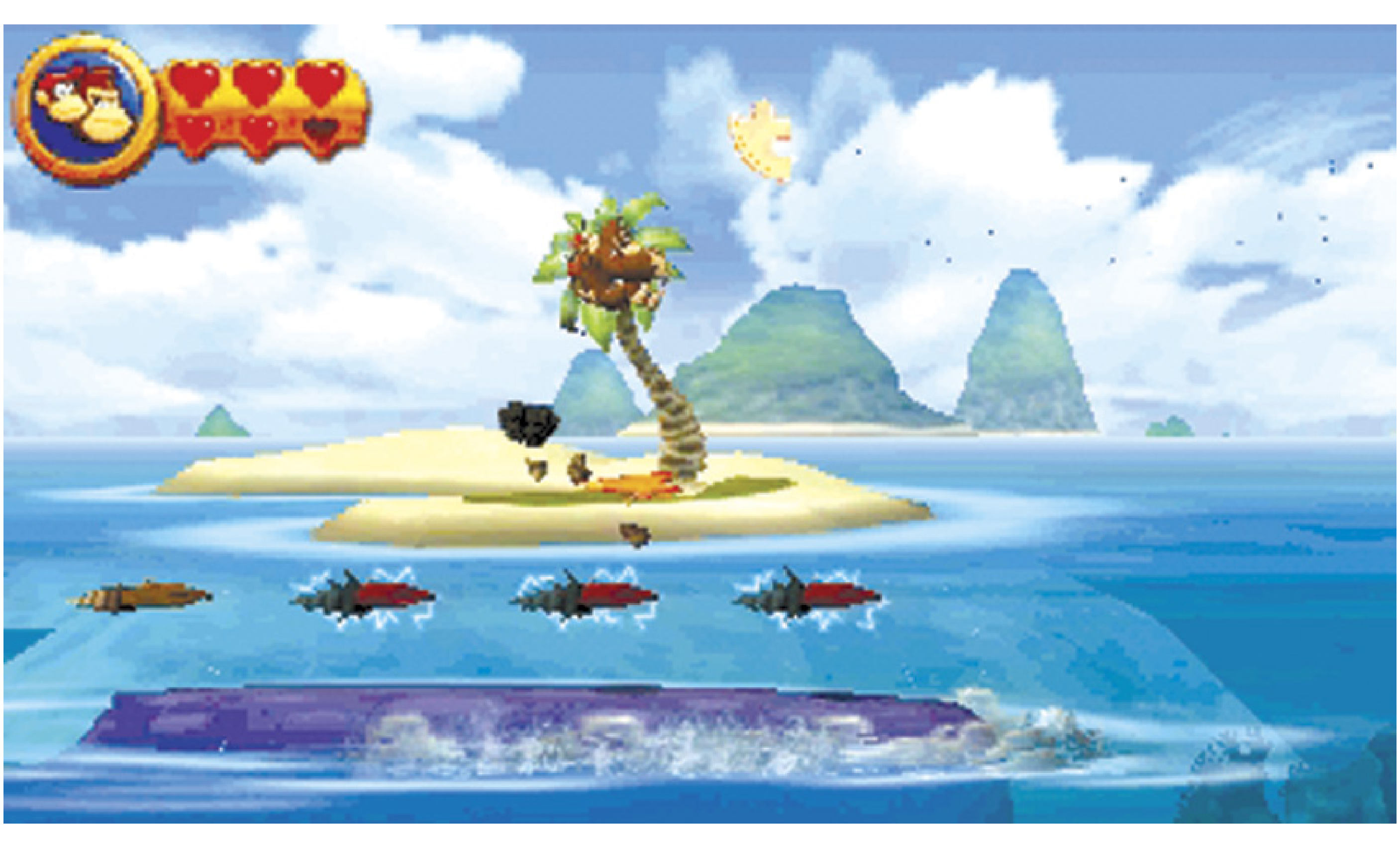
③ O The main part of this level requires you to ride on a whale's back. Jump down onto the whale and pound near the anchor in the whale's blowhole. This frees the whale so it can start swimming. Dodge Squiddless and deal with Snippys as you go. As the whale swims under platforms, jump up to get the goodies, including this O KONG letter.

Caution

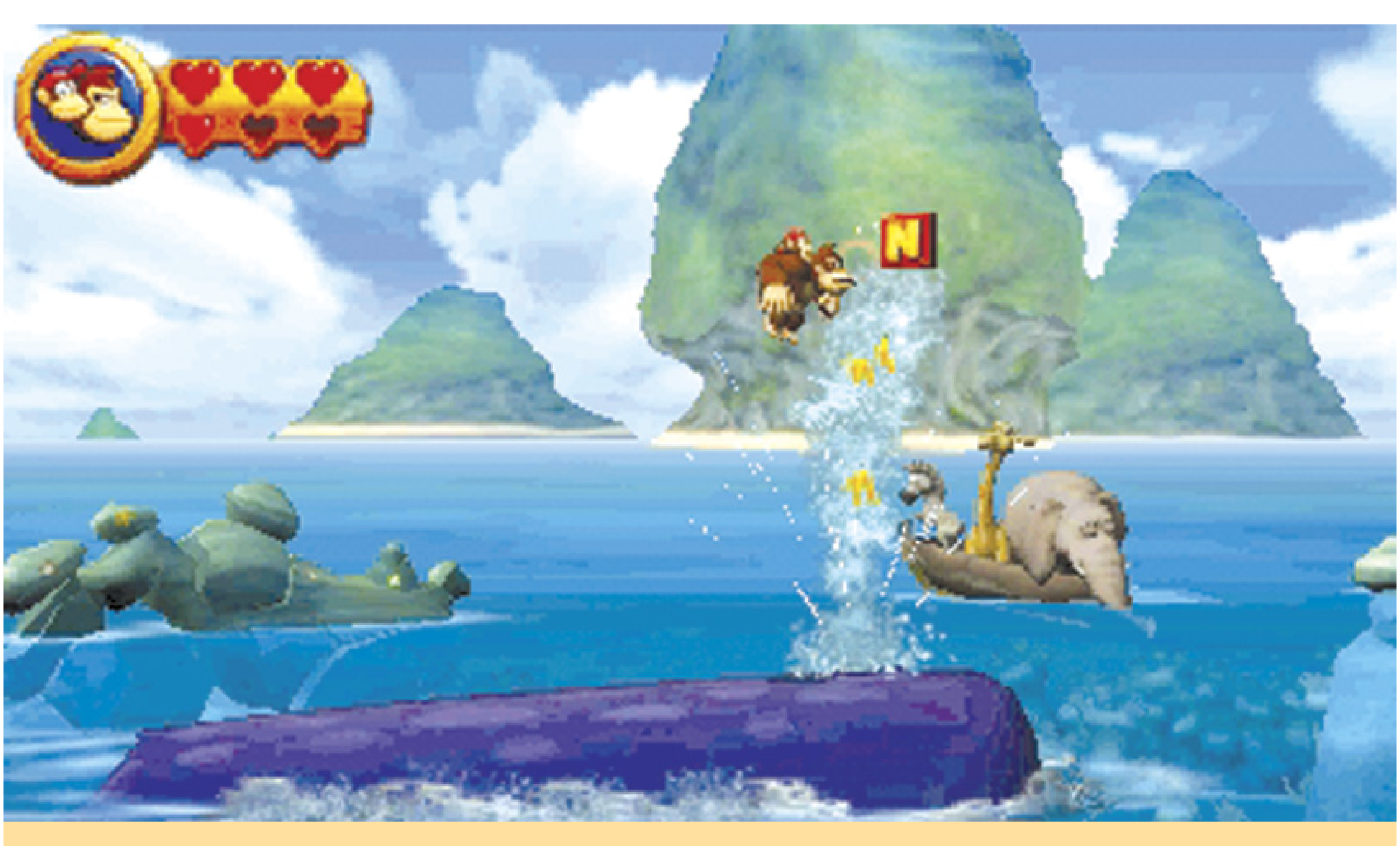
Be sure to keep up with the whale while you're on the platforms. If you are too slow, it will leave you behind, and you will have nowhere to go but down into the depths of the sea.



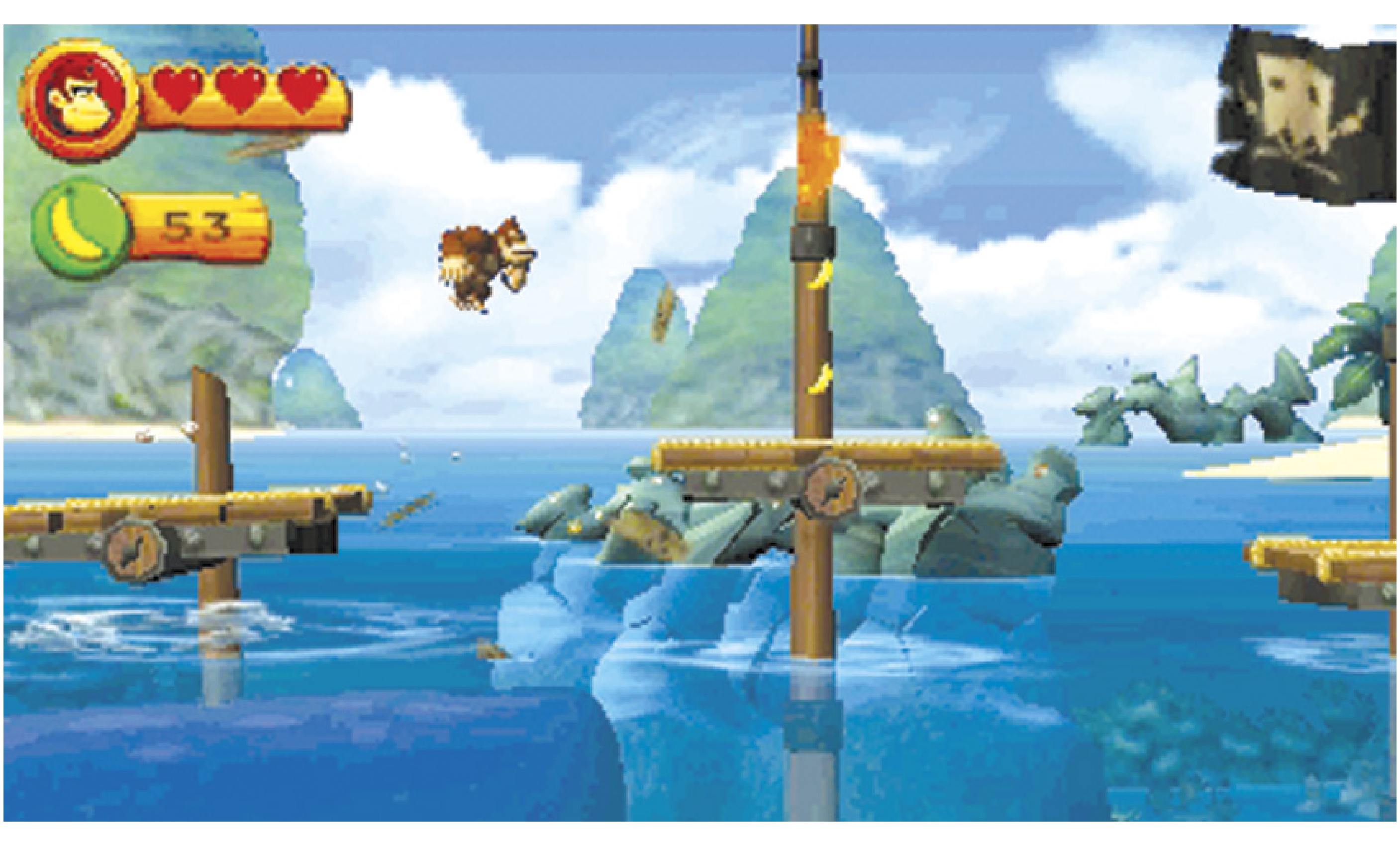
④ The whale will drop you off on an island. Clear out the Snippys and open the treasure chests for bananas and coins. Roll through the bowling birds to get some more coins. Finally, pound the ground near the checkpoint. The nearby palm tree will drop its leaves and a Puzzle Piece. Now head to the right and pick up a DK Barrel before jumping back down onto the whale to continue your cruise.



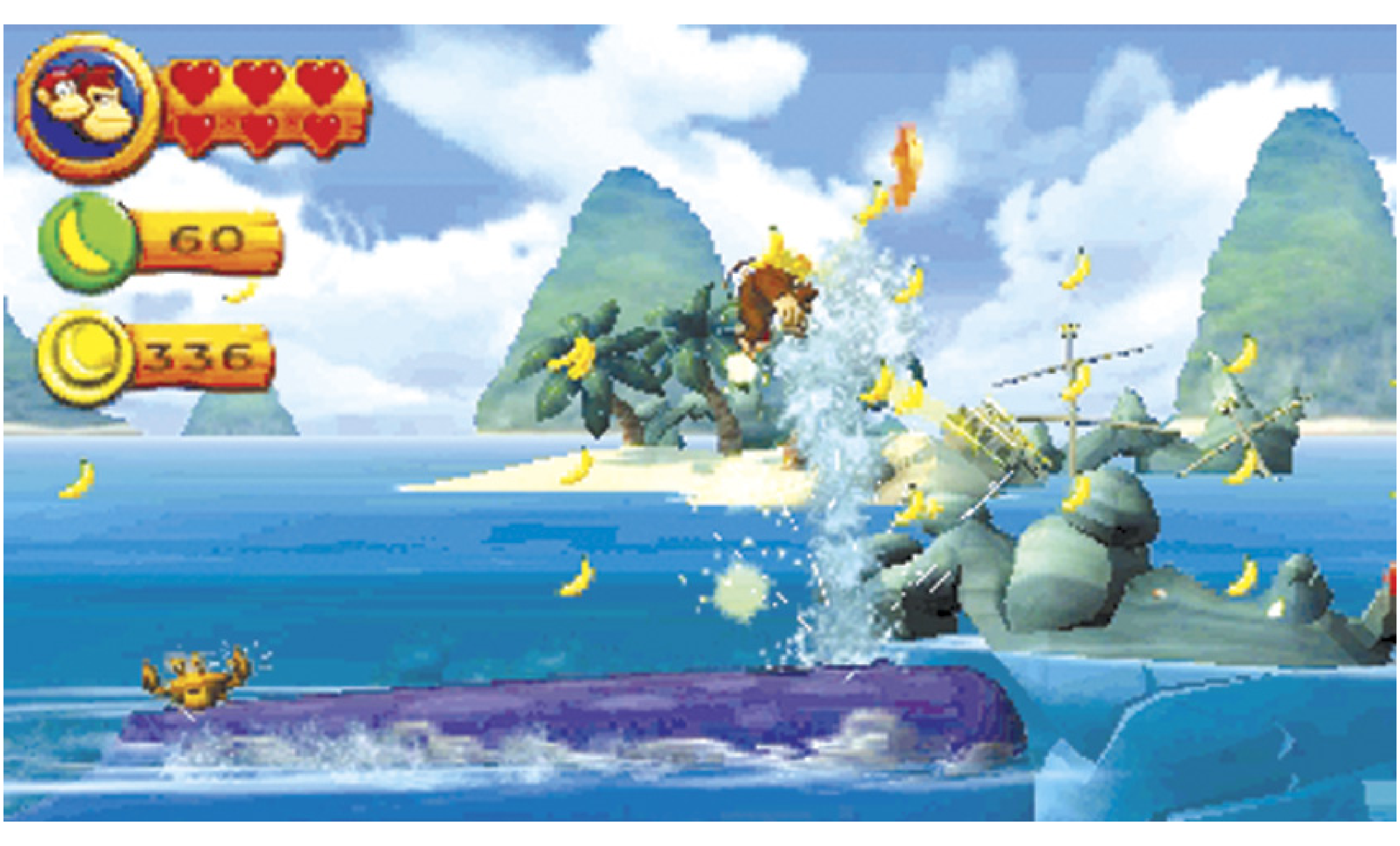
⑤ As you approach the next Puzzle Piece, which is floating high up in the air, lots of Squiddless will come flying past. Jump onto the Squiddless, avoiding the electric ones, so you can get high enough to snag the Puzzle Piece.



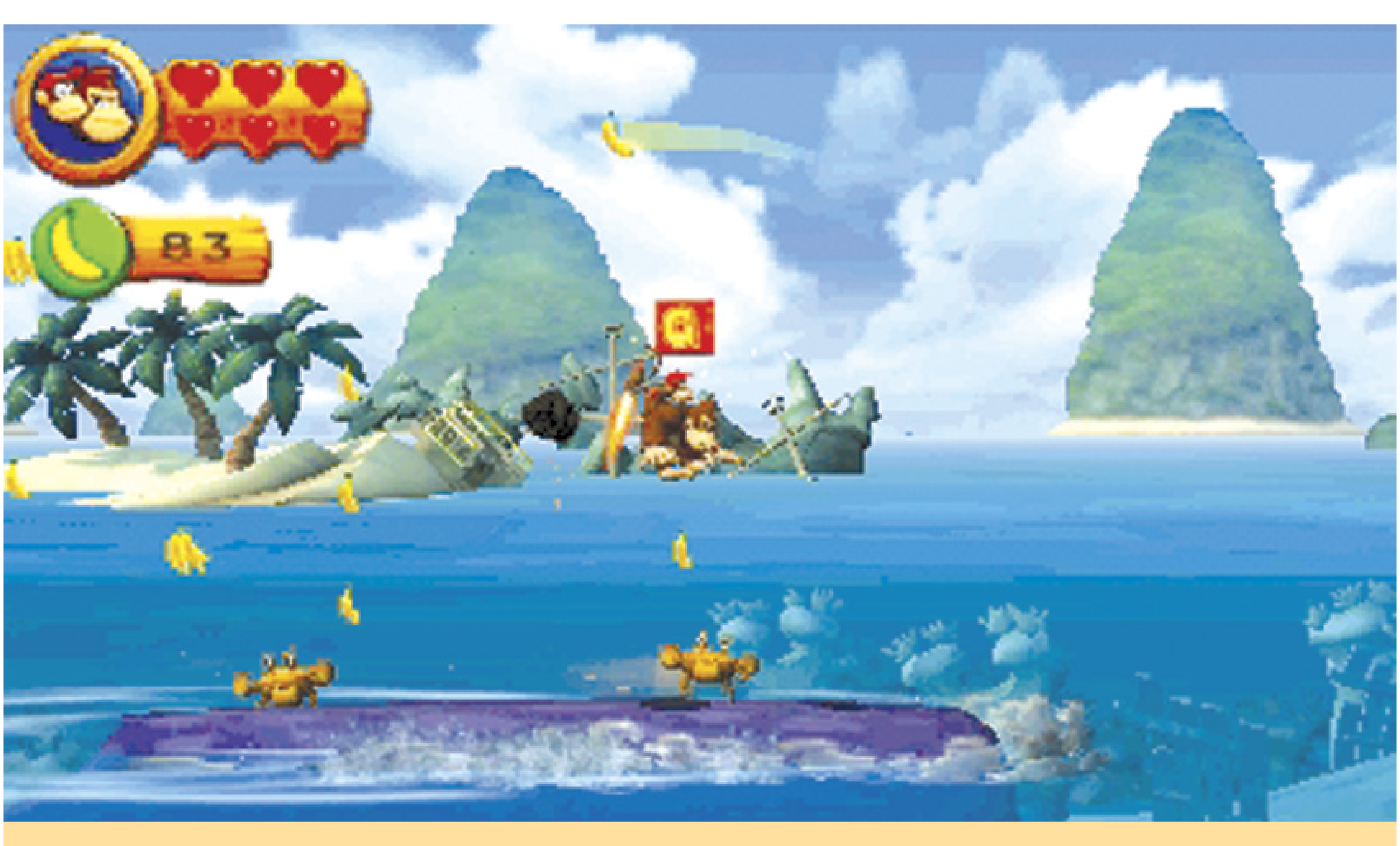
⑥ N The whale will take you right under the N KONG letter. However, you can't jump high enough to get it on your own. Pound on the whale's blowhole and the whale will launch you up into the air so you can get this letter.



⑦ After you shoot through a series of barrels, you will land on some platforms attached to masts. As the whale swims underneath the platforms, they drop into the sea, so you must keep moving. A Puzzle Piece is floating above one of these platforms, so quickly get it and keep moving. You have only one shot at it, so make it count.



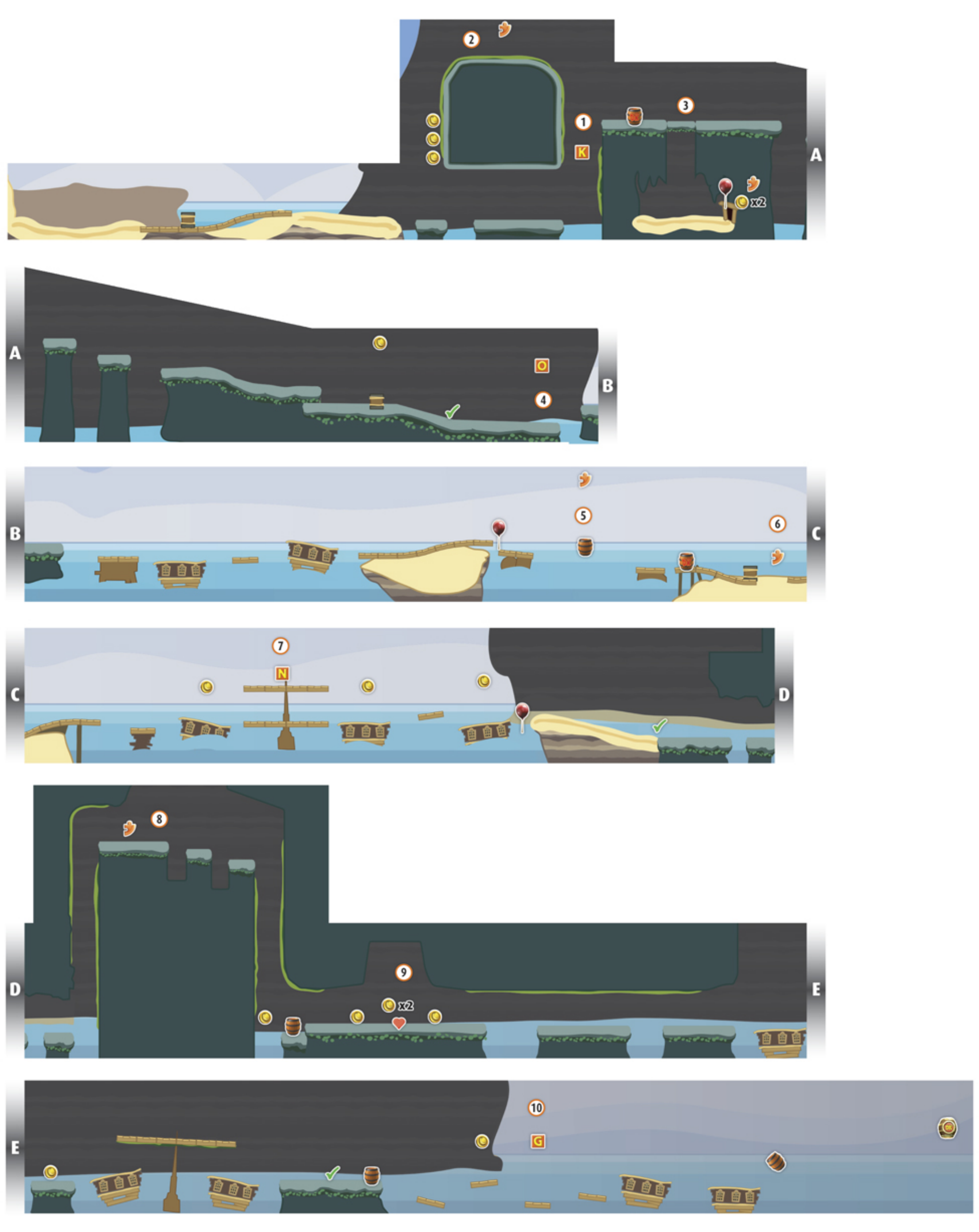
⑧ Get back onto the whale. As the last Puzzle Piece comes past, jump onto a Snippys. As soon as you hit it, immediately jump again so you can get enough height to reach the Puzzle Piece. Right afterward, grab the balloon.

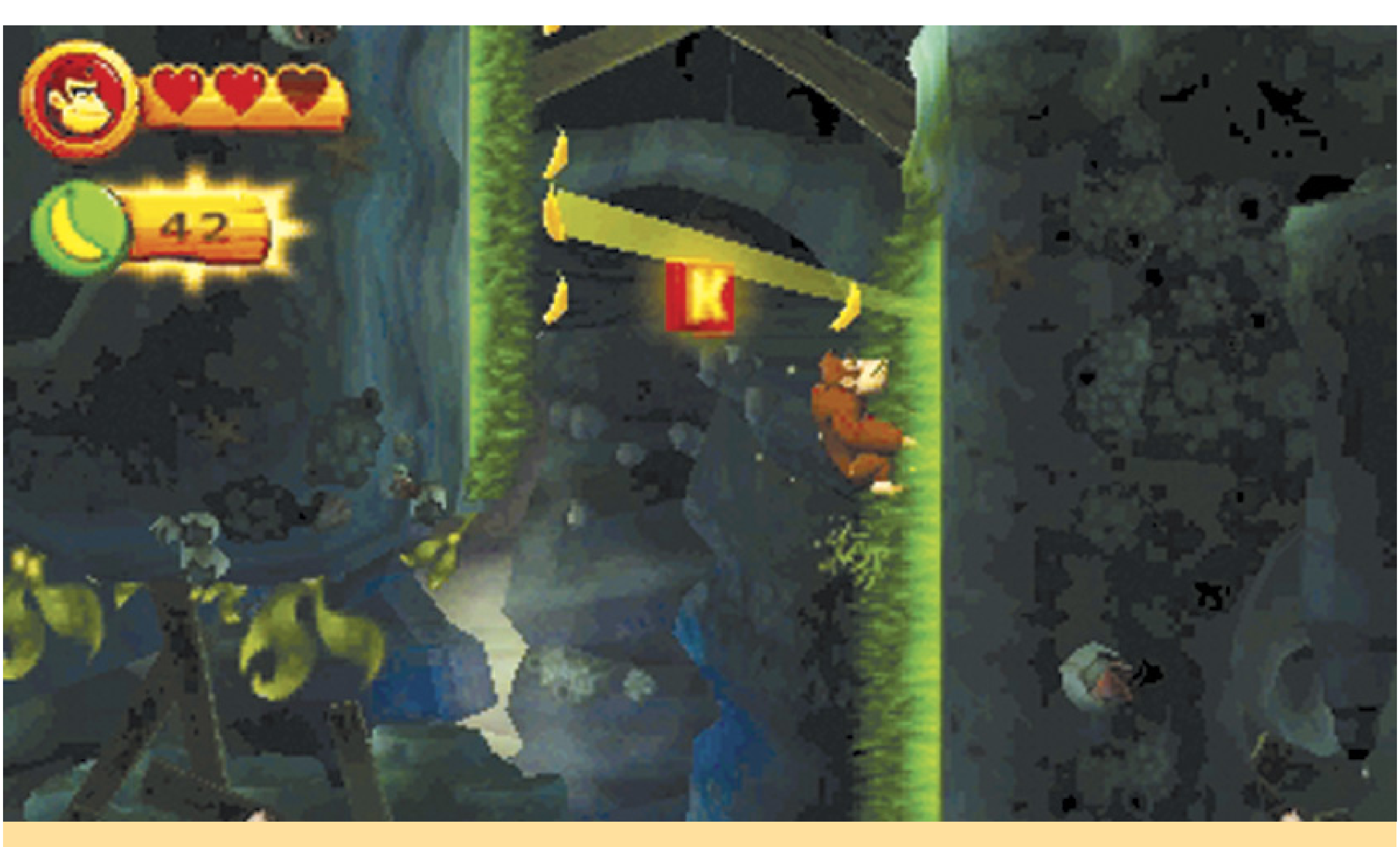


⑨ G The last KONG letter is near the balloon. The G KONG letter moves up and down, so time your jump so you can grab it as it is coming down and you are going up. Once you have it, ride the whale to the last platform. Jump off here and hit the Slot-Machine Barrel to complete the level.

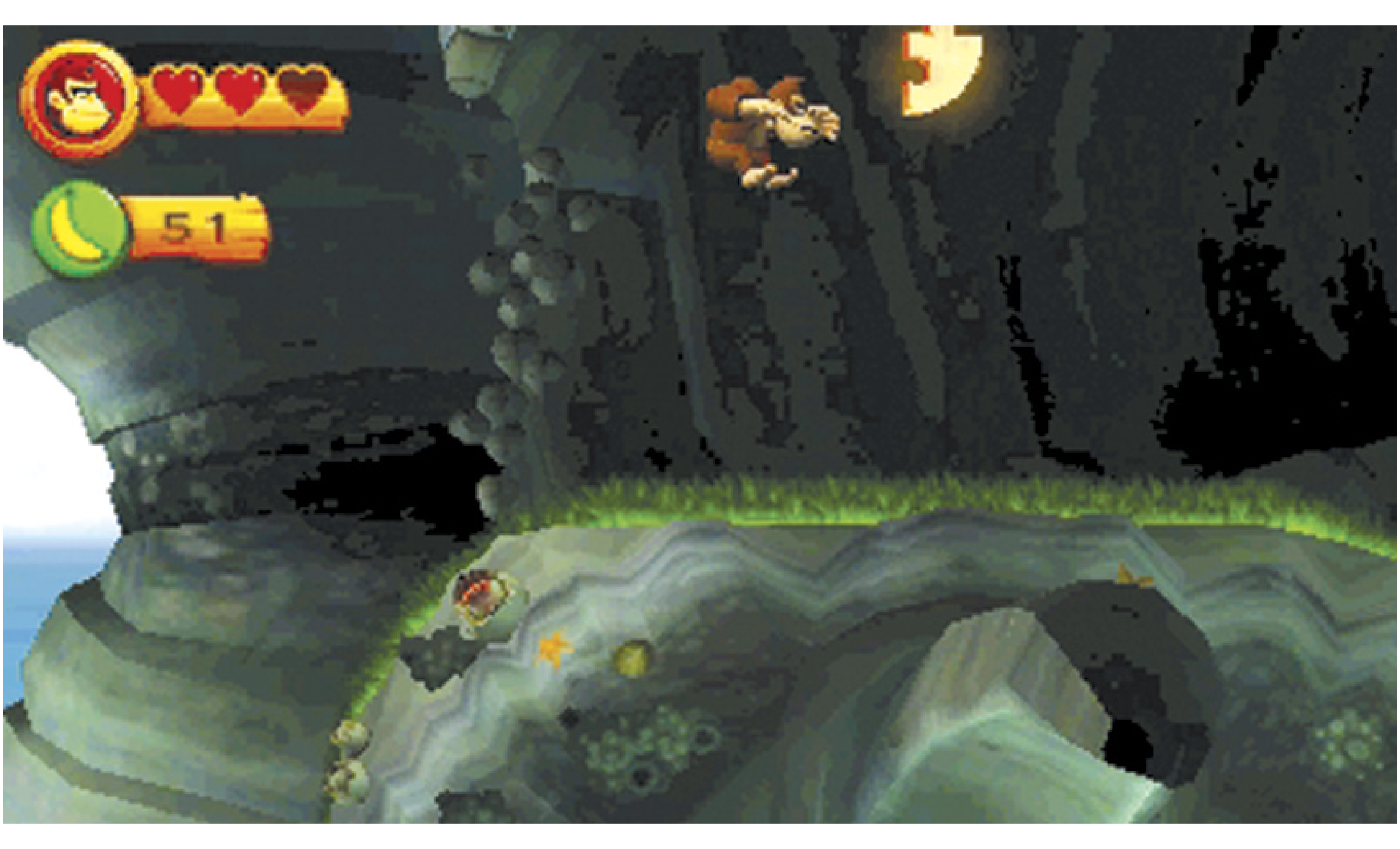
World 2

Stormy Shore

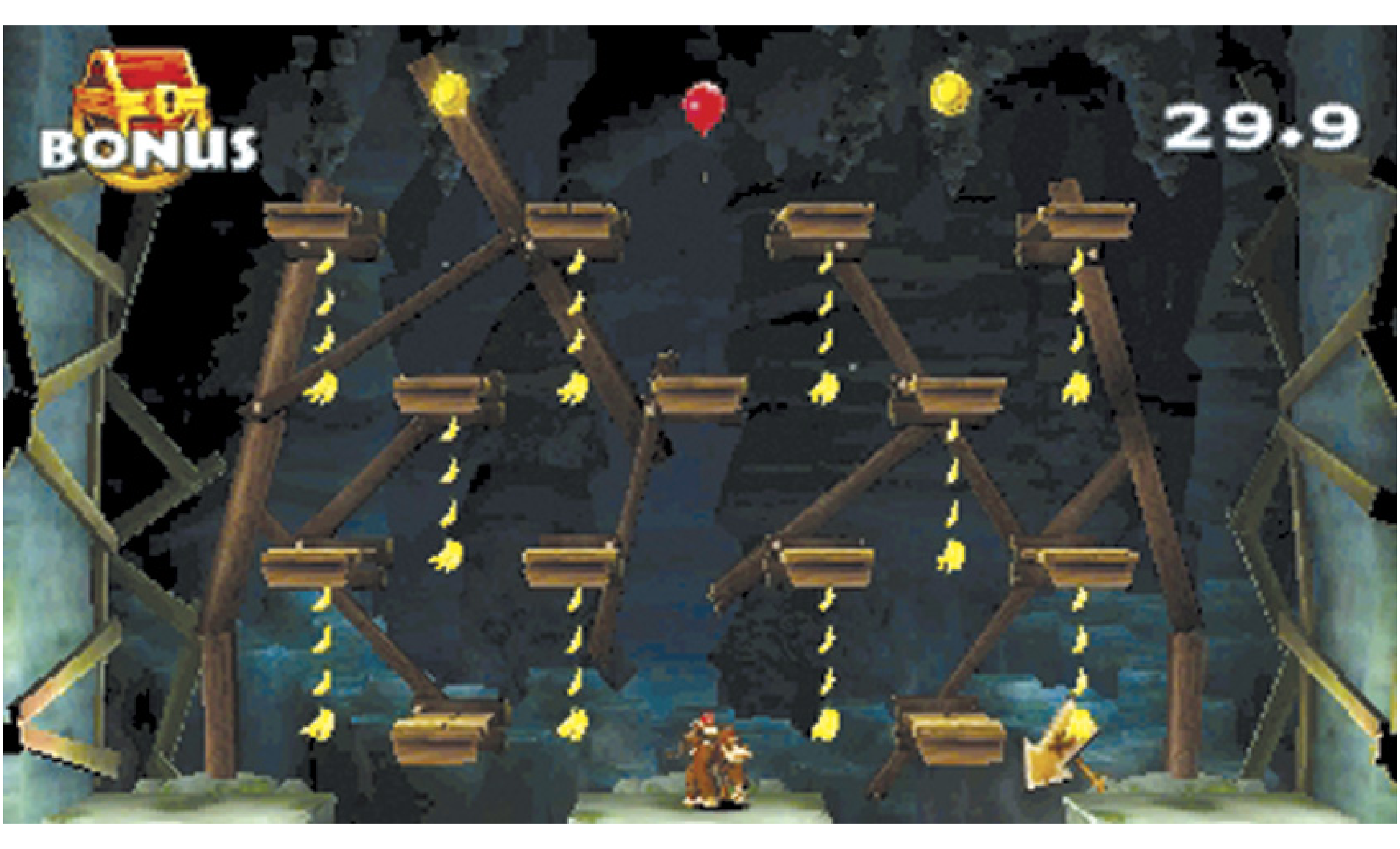




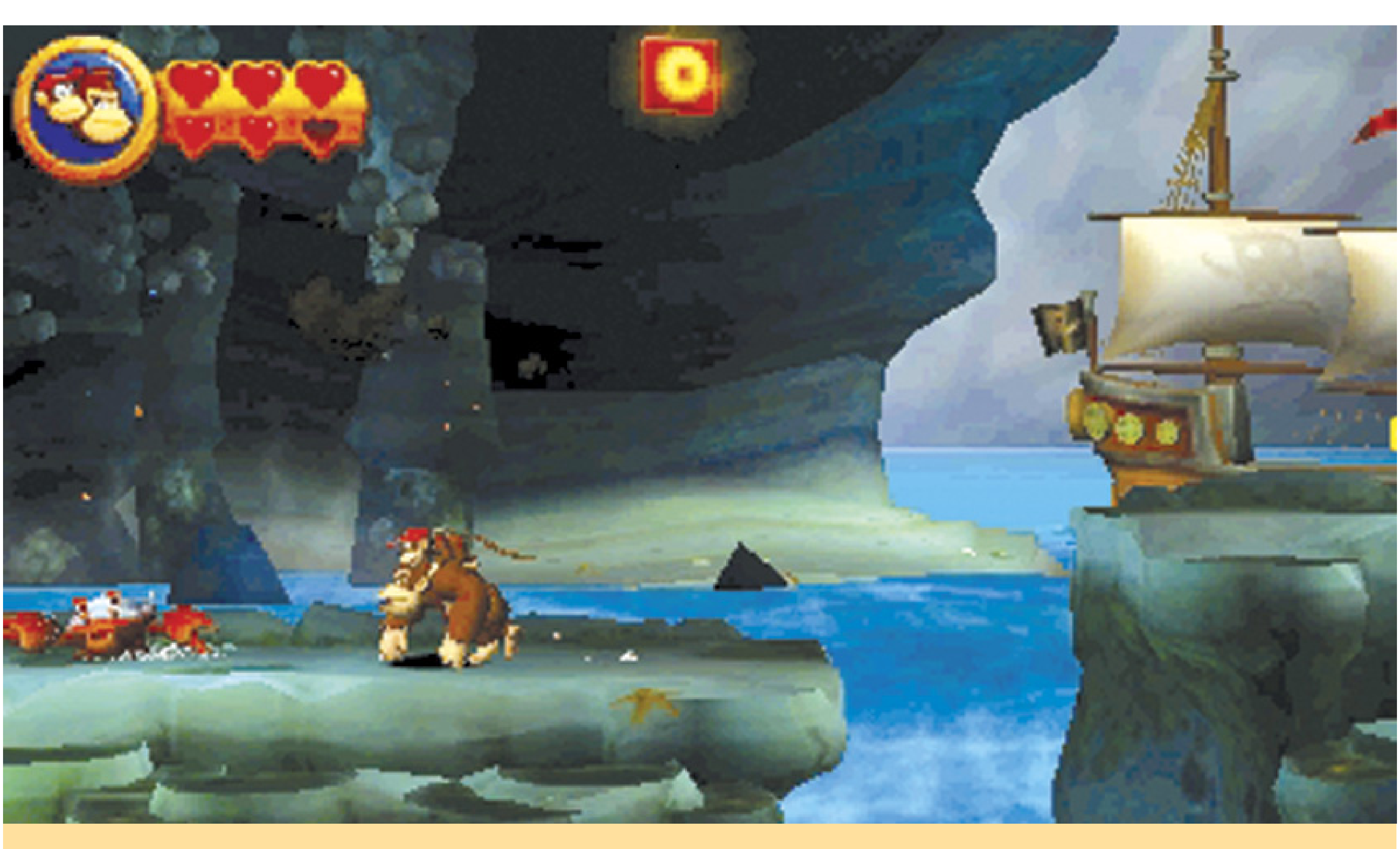
① K Head to the right and jump over Pinchlys and jumping Jellybob until you reach a grassy wall. Jump and grab on to it. Climb up and then jump across to the grassy wall on the left, getting the K KONG letter as you are in midair.



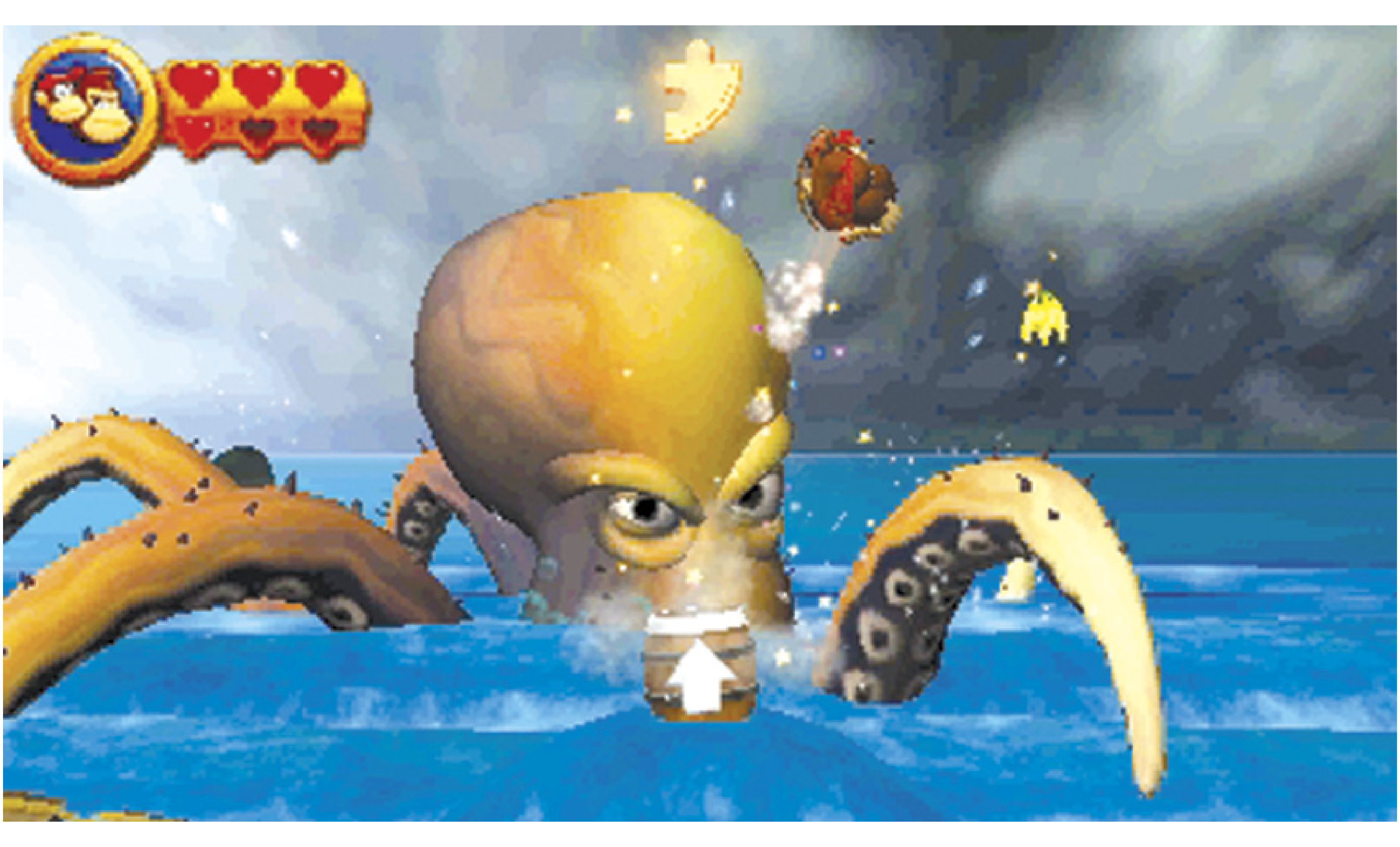
② To find the first Puzzle Piece, climb to the top of the grassy wall on the left. Then head left and climb down the opposite side of the large rock to find three coins. Now return to the ledge just above where you picked up the K KONG letter.



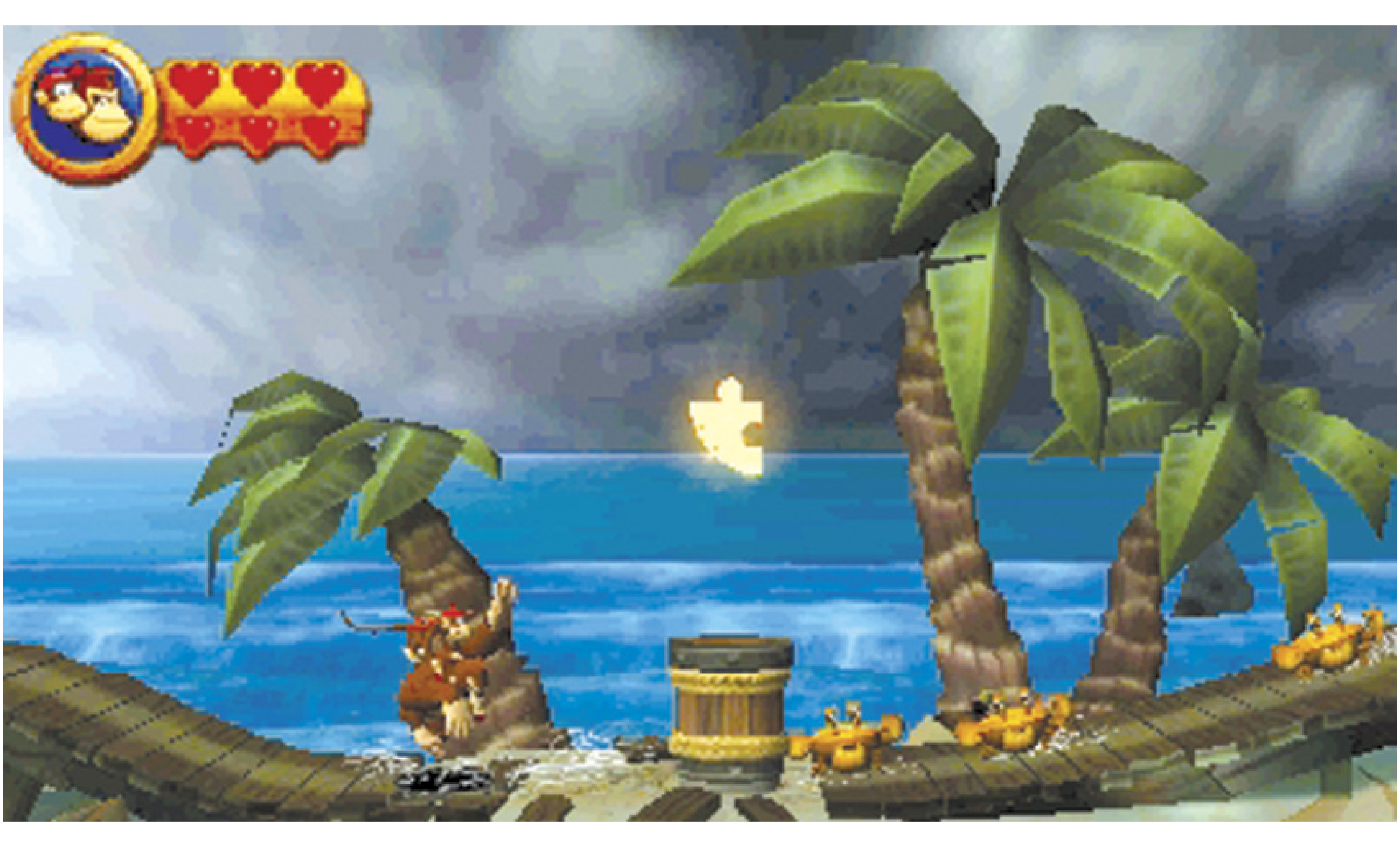
③ Grab and toss the DK Barrel to get Diddy Kong. Next, pound the trapdoor just to the barrel's right. This will drop you into a pit. Head right into the cave to enter a bonus area. Here you must jump up and across many small platforms to collect bananas, a couple coins, and a balloon. Get them all and a Puzzle Piece is yours for the taking.



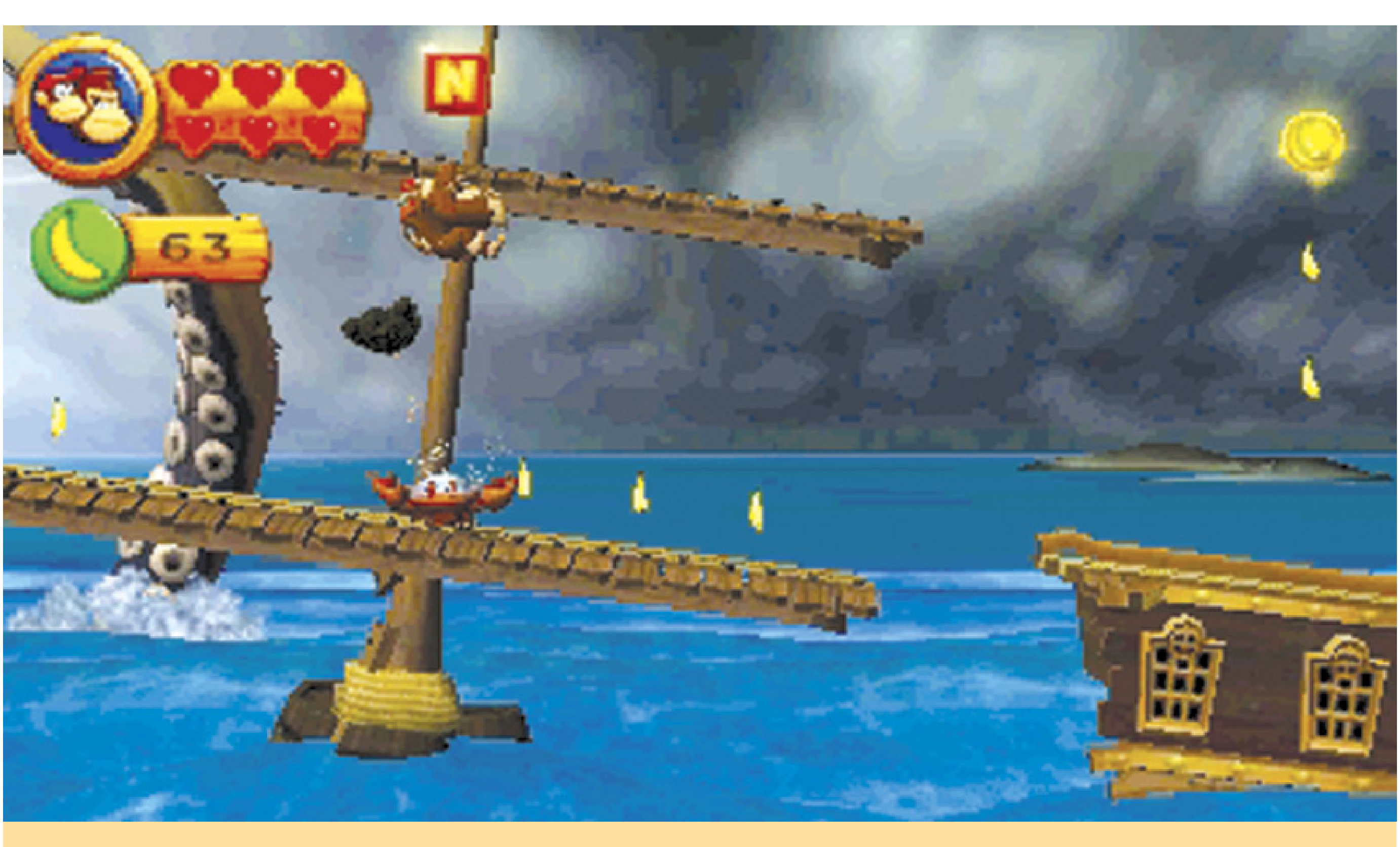
④ O Upon exiting the bonus area, move right and continue past the checkpoint. Jump to the higher ledge to the O KONG letter's right, then jump back to the left to add this letter to your collection.



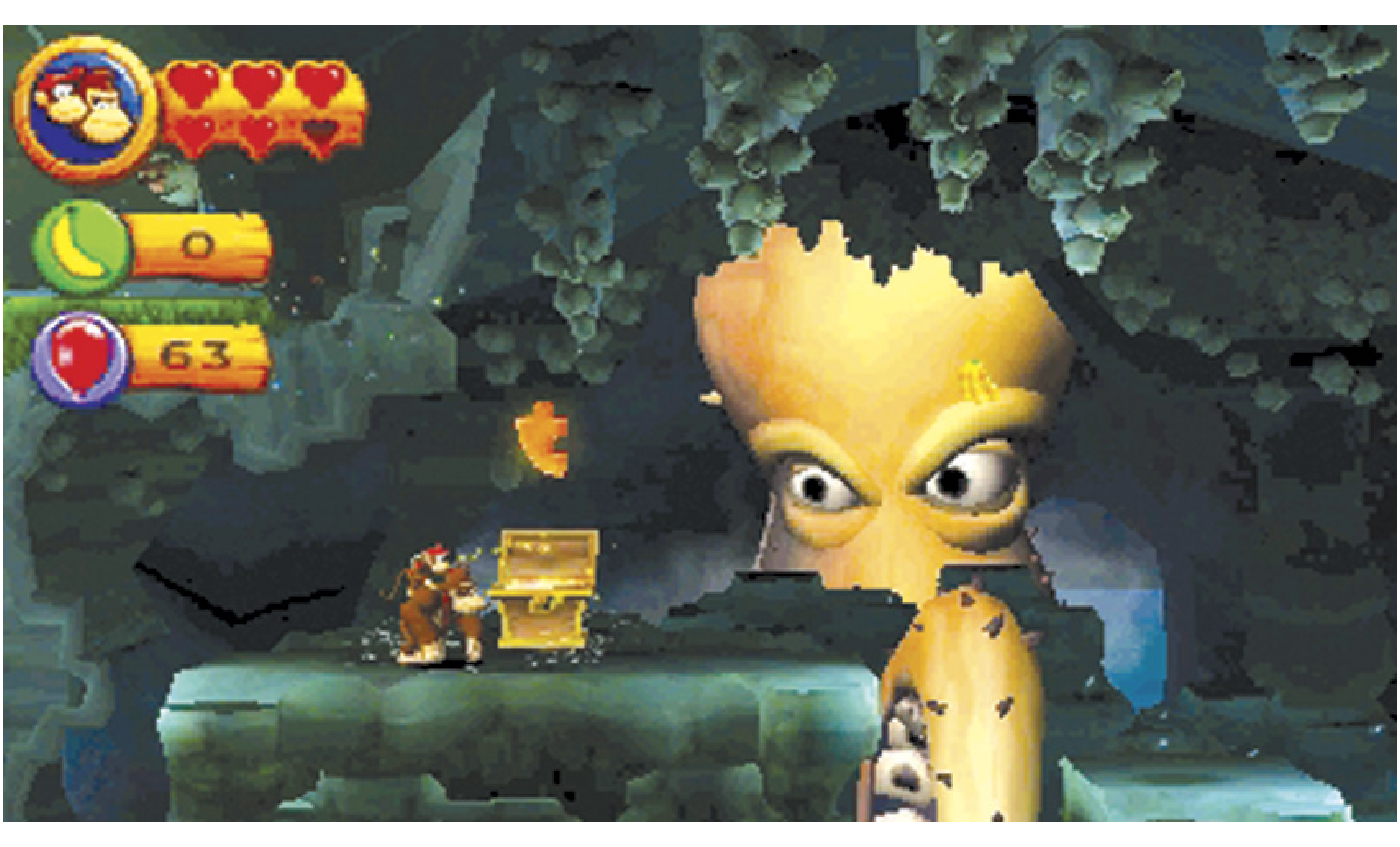
⑤ As you continue, you must jump across floating pieces of shipwreck and other debris. When you come to a barrel floating in the water, jump into it. As it floats up and down, the opening turns to face in different directions. Wait until it is pointed straight up, and then fire away to get a Puzzle Piece up high and out of sight. Land back inside the barrel and then shoot yourself off to the right to pick up a DK Barrel.



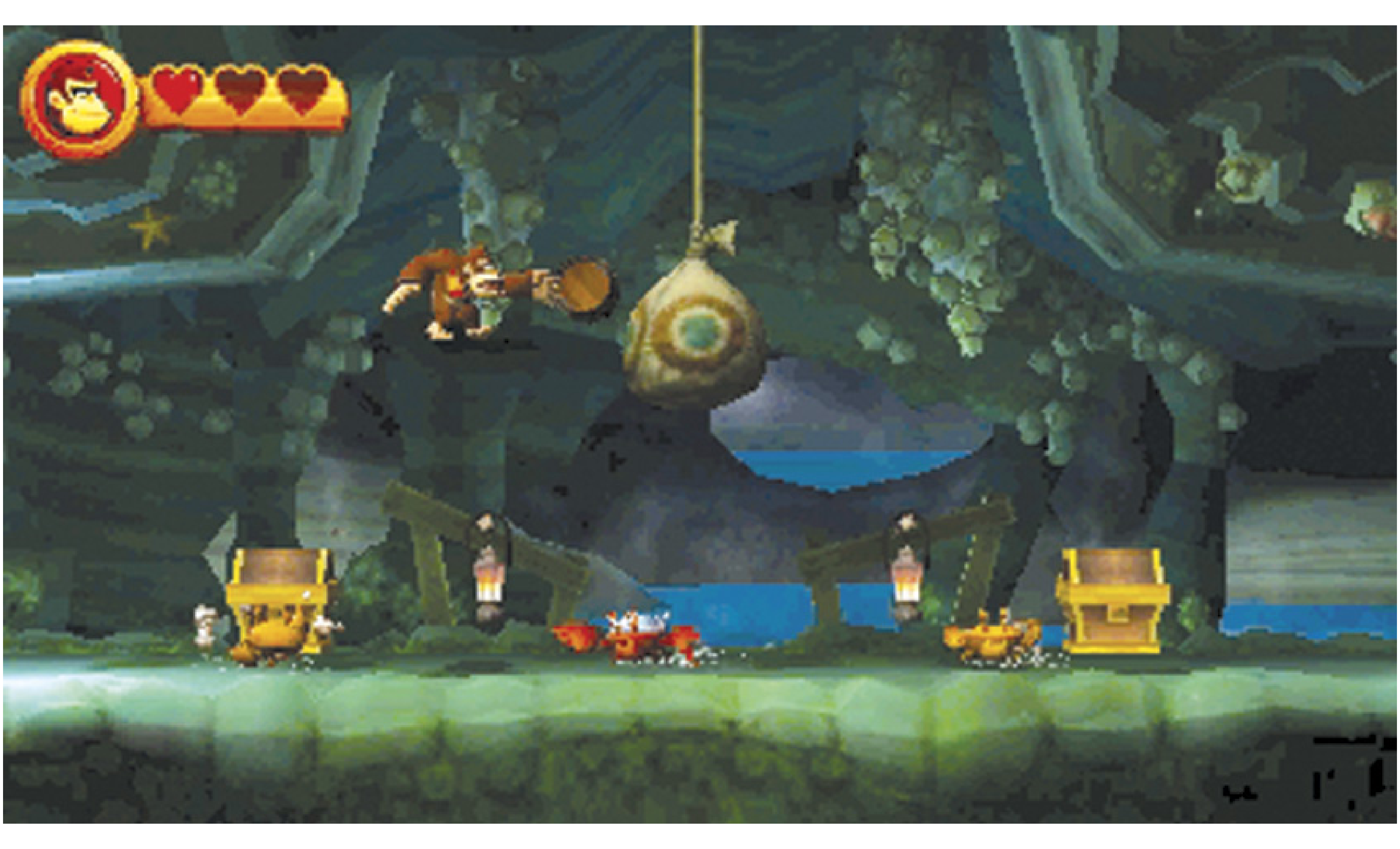
⑥ Just after getting the DK Barrel, pound on a piling. This will force another piling up—as well as the next Puzzle Piece. Pick it up and jump on the Snippys that are trying to stop you.



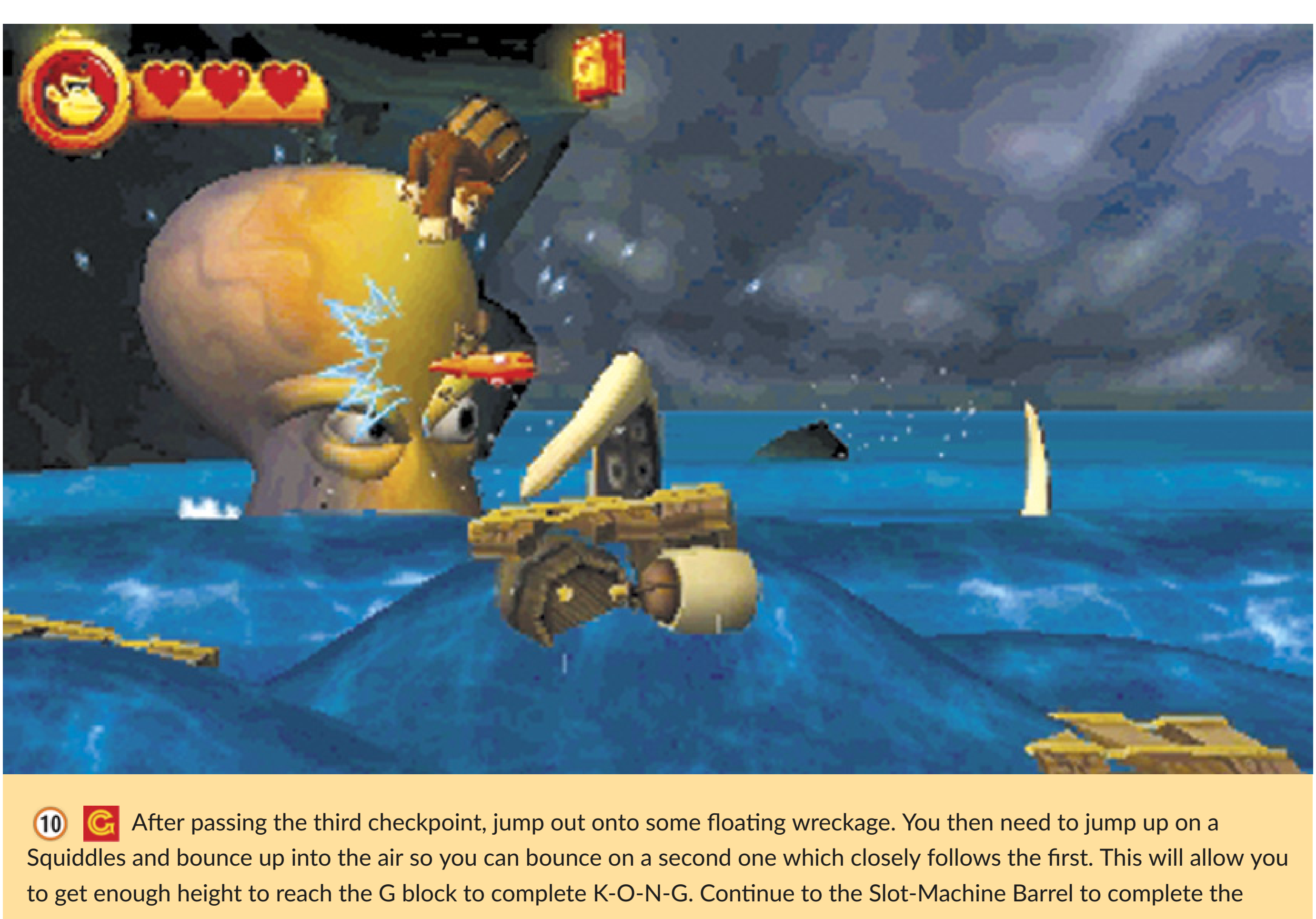
⑦ N As you advance, you will have to cross some more shipwreck debris. However, this time, don't stay on them too long. A giant Squiddicus will smack them with its arms, causing you to lose a life if you are in the way. When you reach two parallel platforms with the N KONG letter on top, jump over to the lower platform and deal with the Pinchly. Then as the platforms go down with the waves, jump up and grab the letter.



⑧ After you enter a grotto, climb up a grassy wall to the top, avoiding Squiddicus arms along the way. At the top, pound open the treasure chest and claim a Puzzle Piece for your collection.



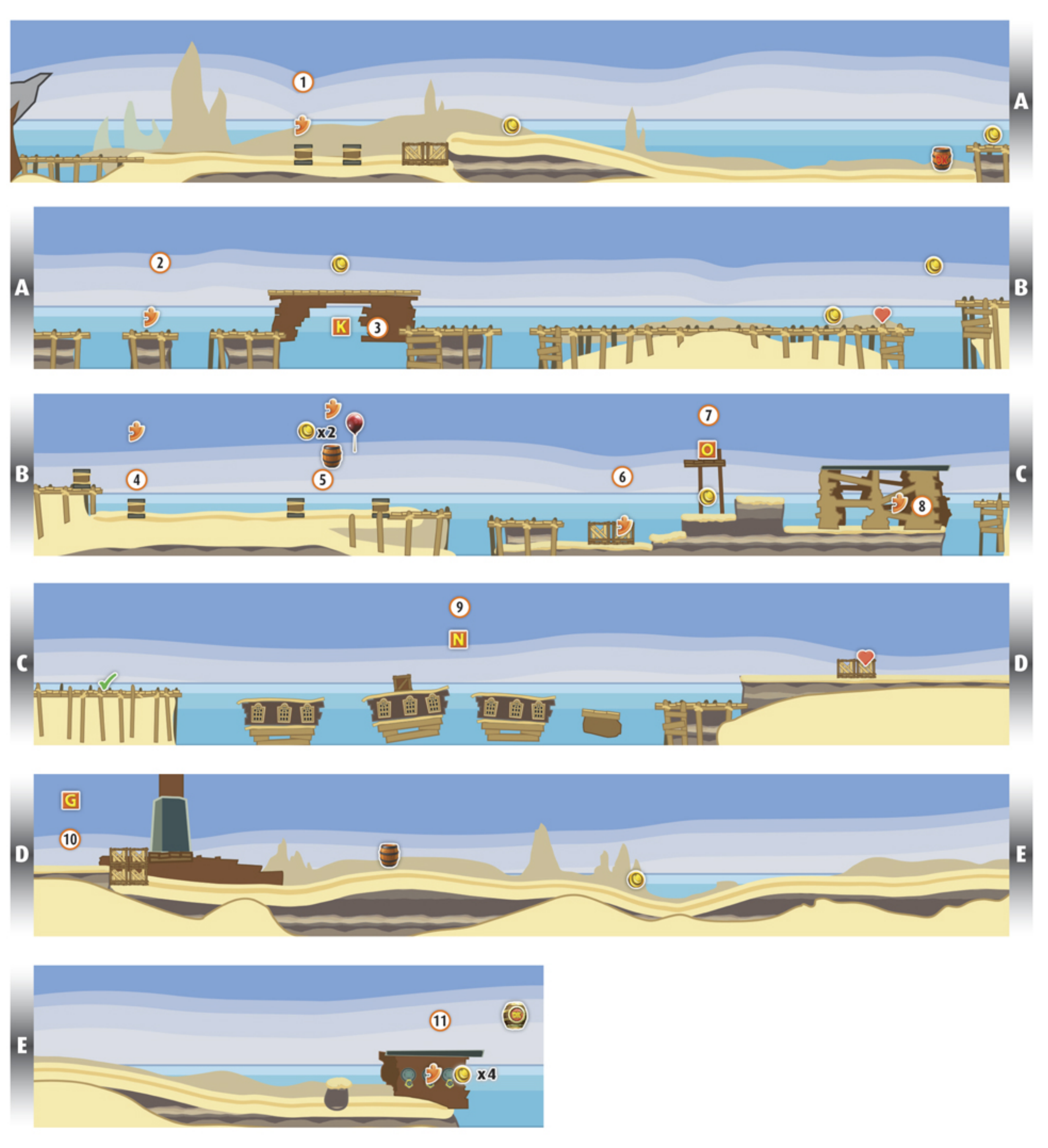
⑨ Climb down the other side of the wall to an area with several treasure chests. Deal with the various Snippys here first. Then pick up the barrel on the left side. Jump up and throw it at the bag hanging in the center of this area. When you hit the bag, a treasure chest drops down. Pound it open and bananas and coins will pour out.

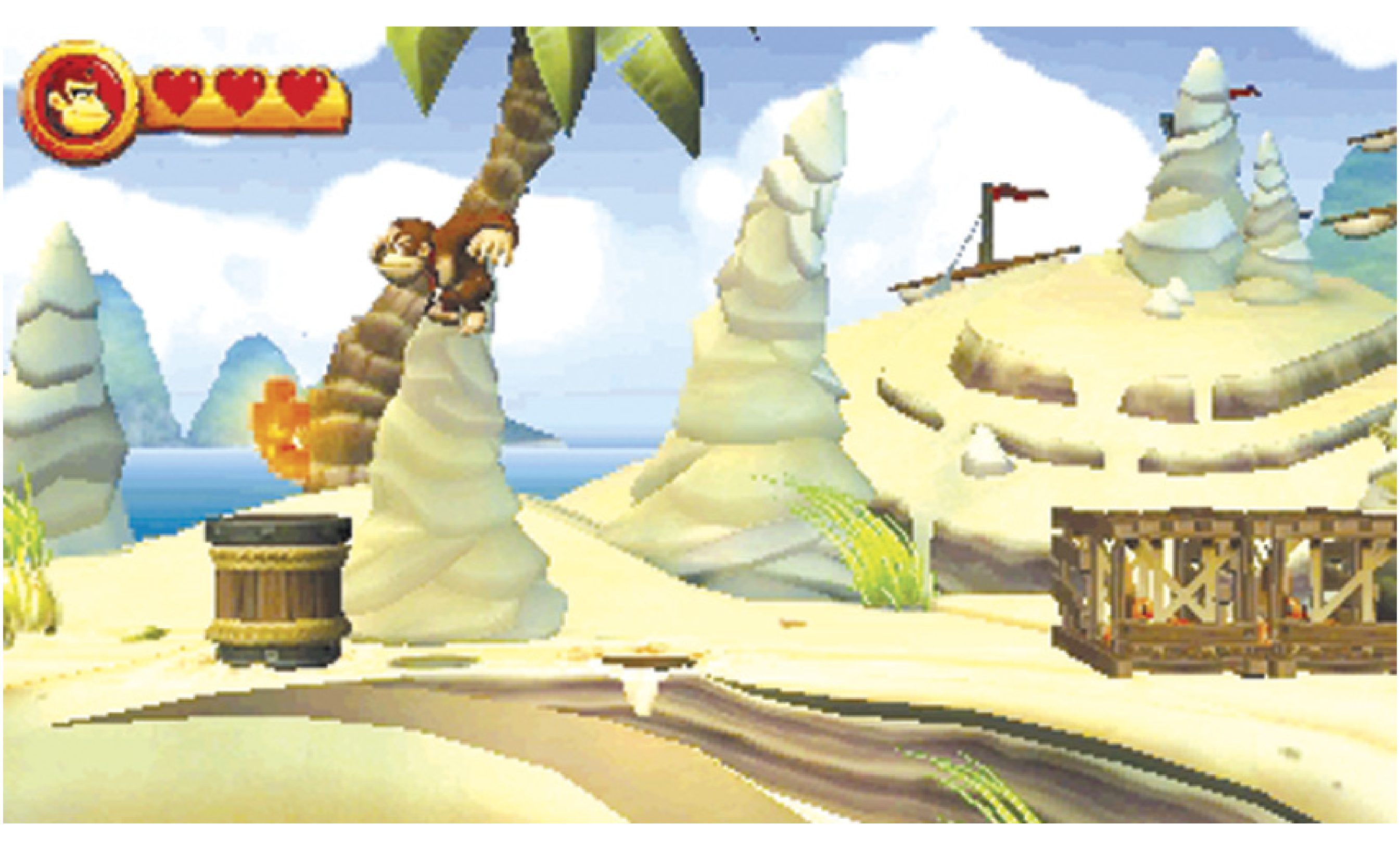


⑩ G After passing the third checkpoint, jump out onto some floating wreckage. You then need to jump up on a Squiddles and bounce up into the air so you can bounce on a second one which closely follows the first. This will allow you to get enough height to reach the G block to complete K-O-N-G. Continue to the Slot-Machine Barrel to complete the level.

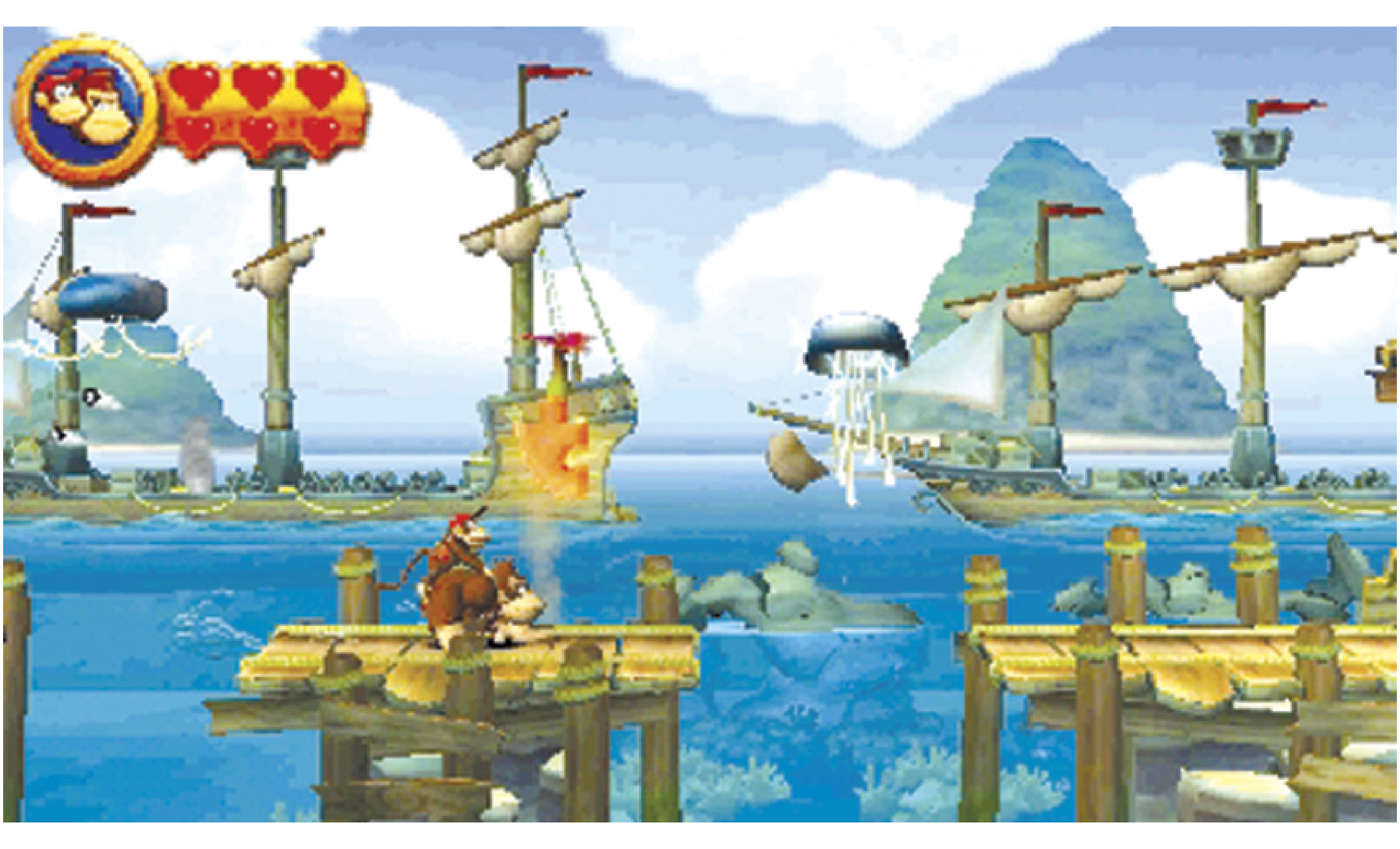
World 2

Cannon Cluster

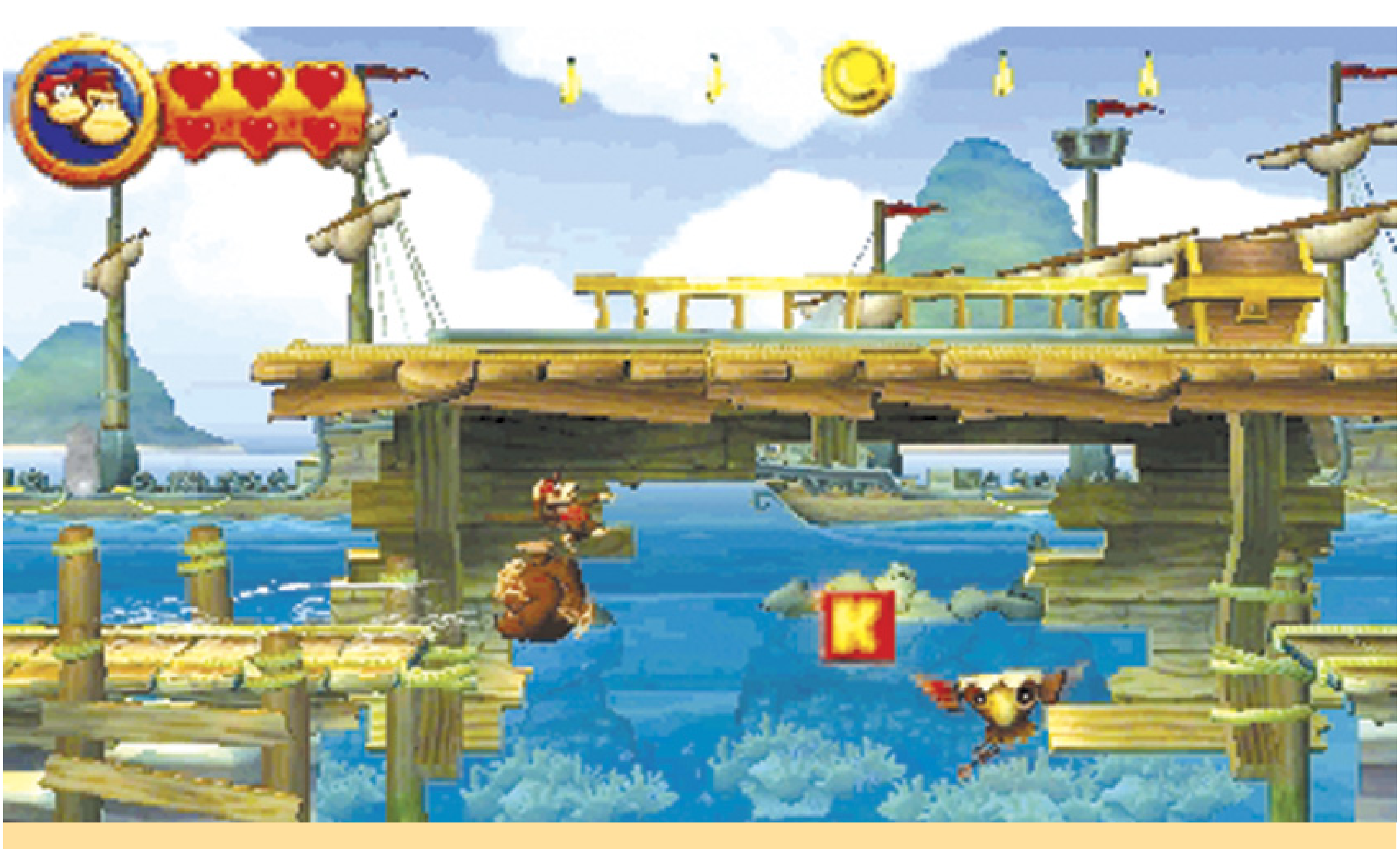




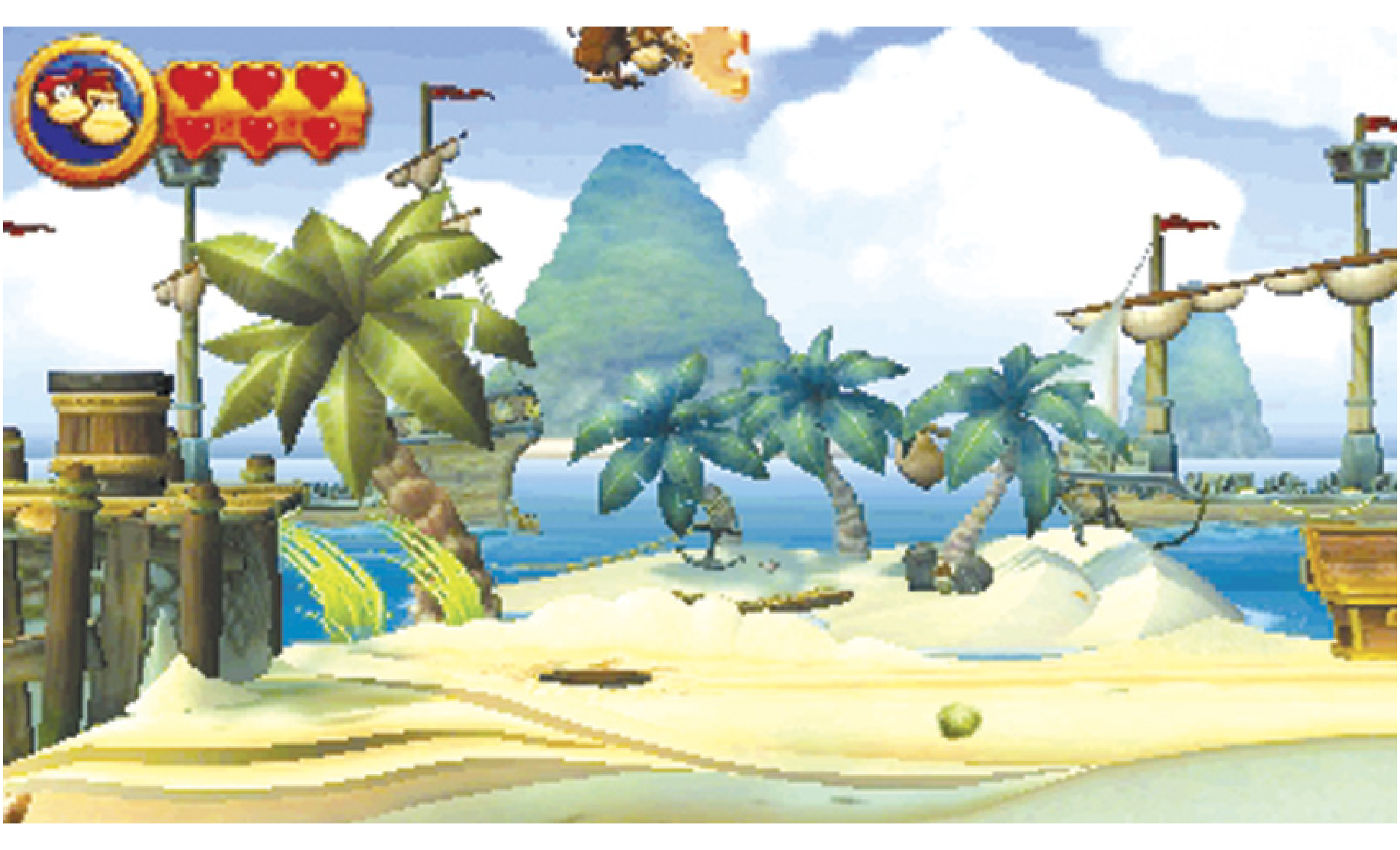
① Head right at the start and pound the first piling. A second piling will then appear—pound that one too. This will cause the first piling to come back up, bringing a Puzzle Piece along with it.



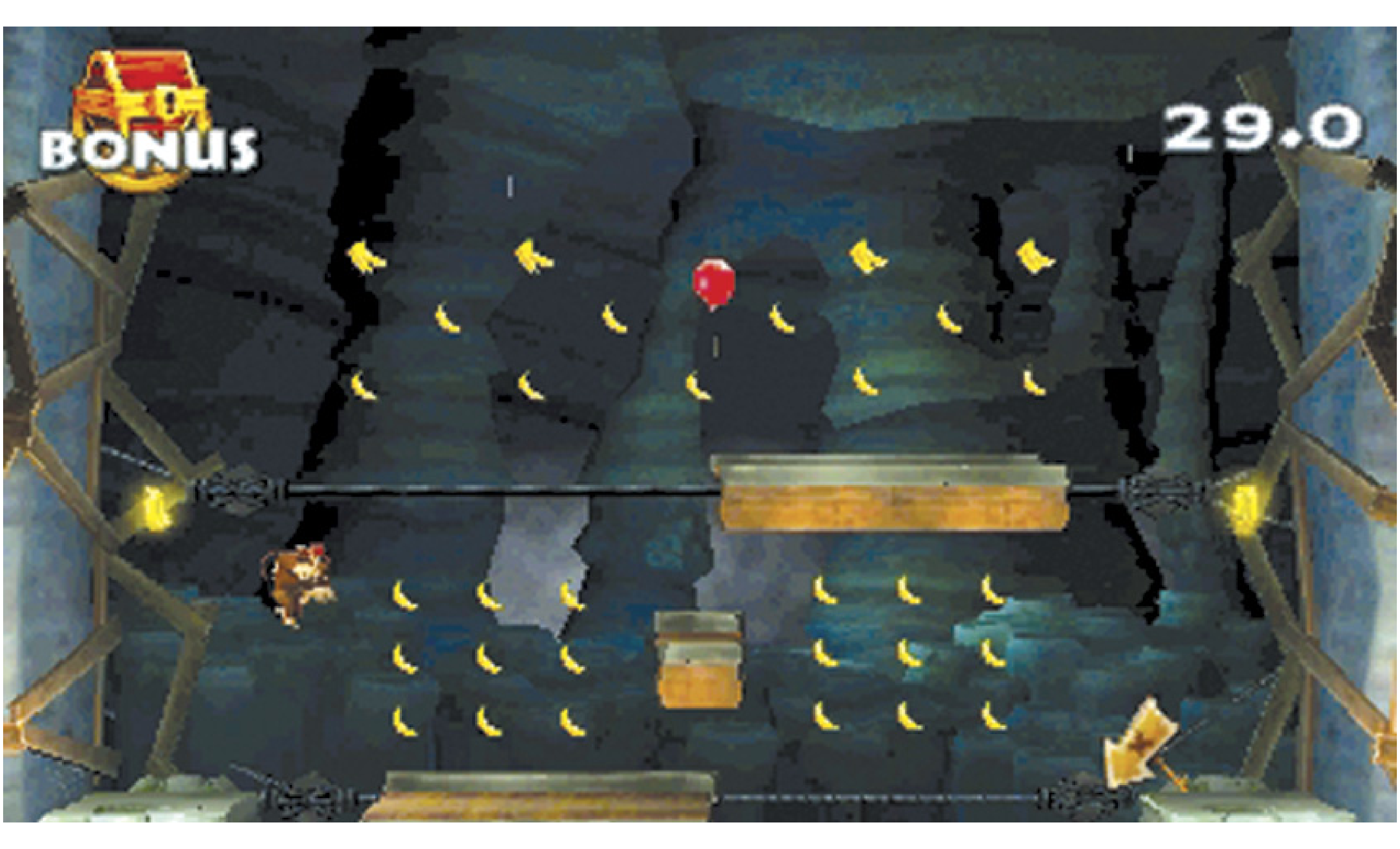
② After picking up the DK Barrel to get Diddy Kong, jump over a Jellybob to land on a pier with a flower. Blow on the flower, and it will pull up a Puzzle Piece for you. Grab it and continue on.



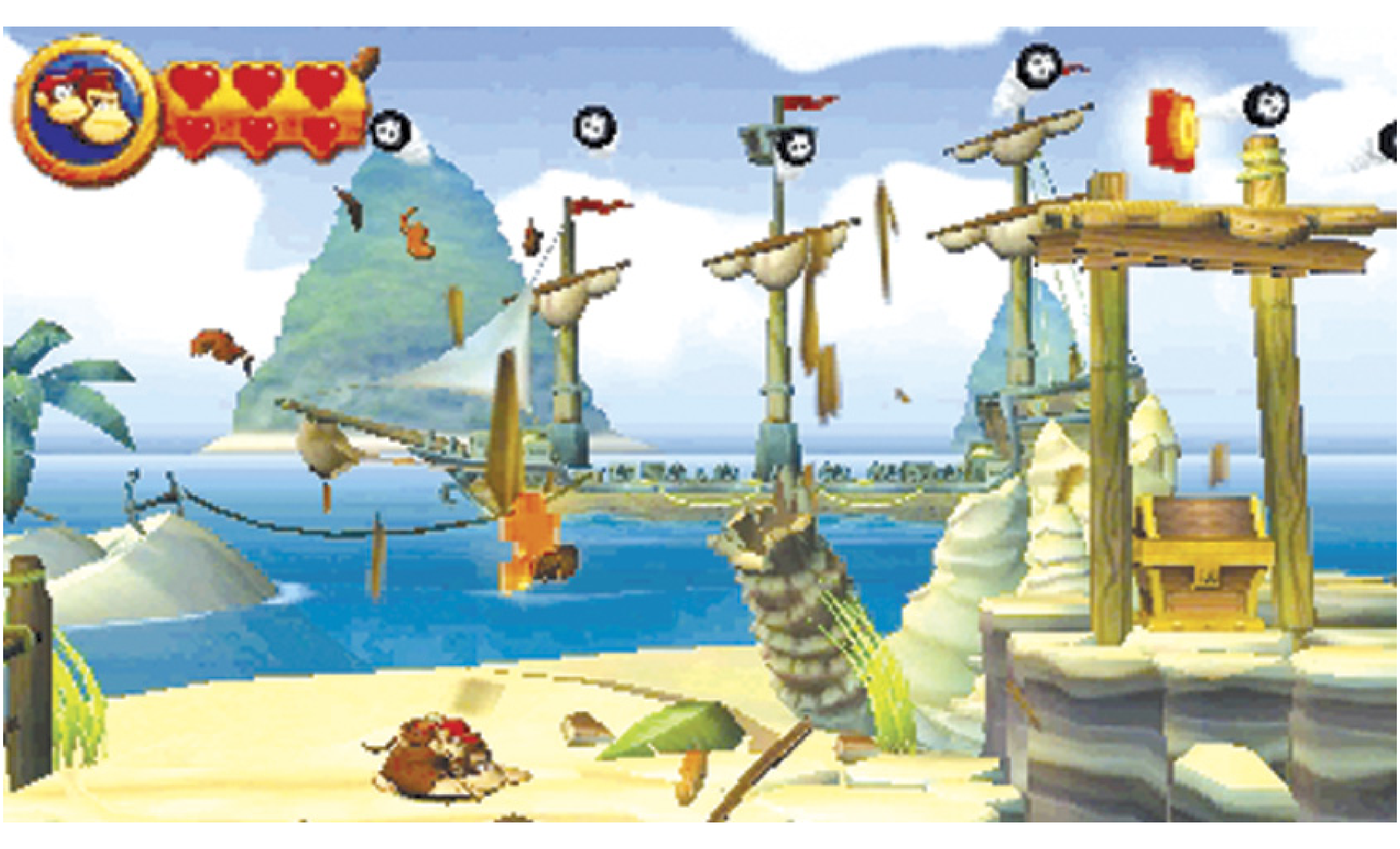
③ K To get the K KONG letter, you must roll off the pier's left. While rolling over the open space, jump to get the block and land on the pier on the opposite side.



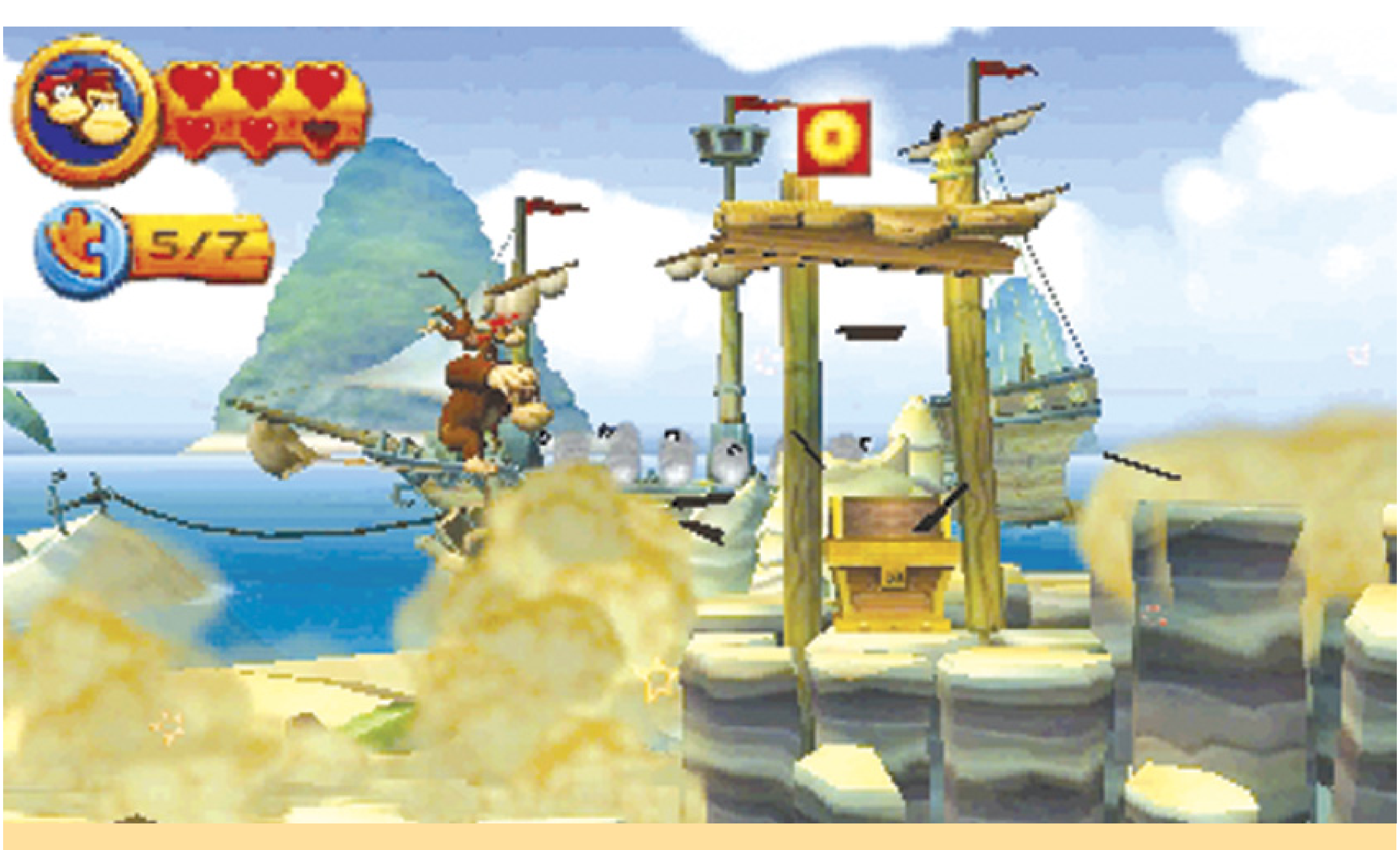
④ After crossing a pier, pound a piling; this causes one to pop up on the pier to the left. Jump onto this piling and then hover-jump to the right to get the next Puzzle Piece.



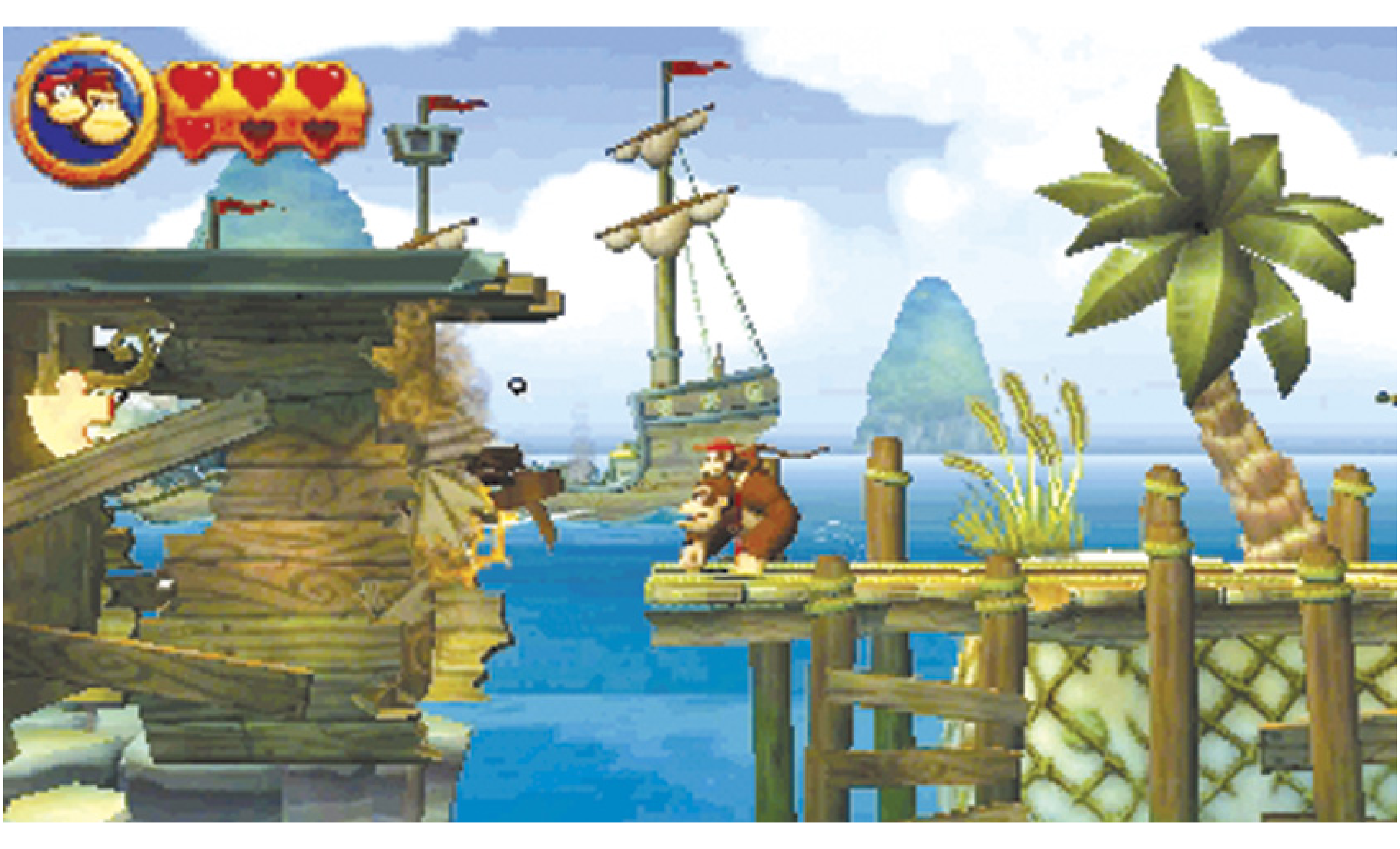
⑤ When you reach a piling next to a fan, stand on the piling and blow on the fan to cause a shaft of stone to rise to the left. Jump onto the stone and then jump into a barrel to reach a bonus area. Clear out the balloon, coins, and bananas to reveal a Puzzle Piece. Pick it up and take it back to the main level.



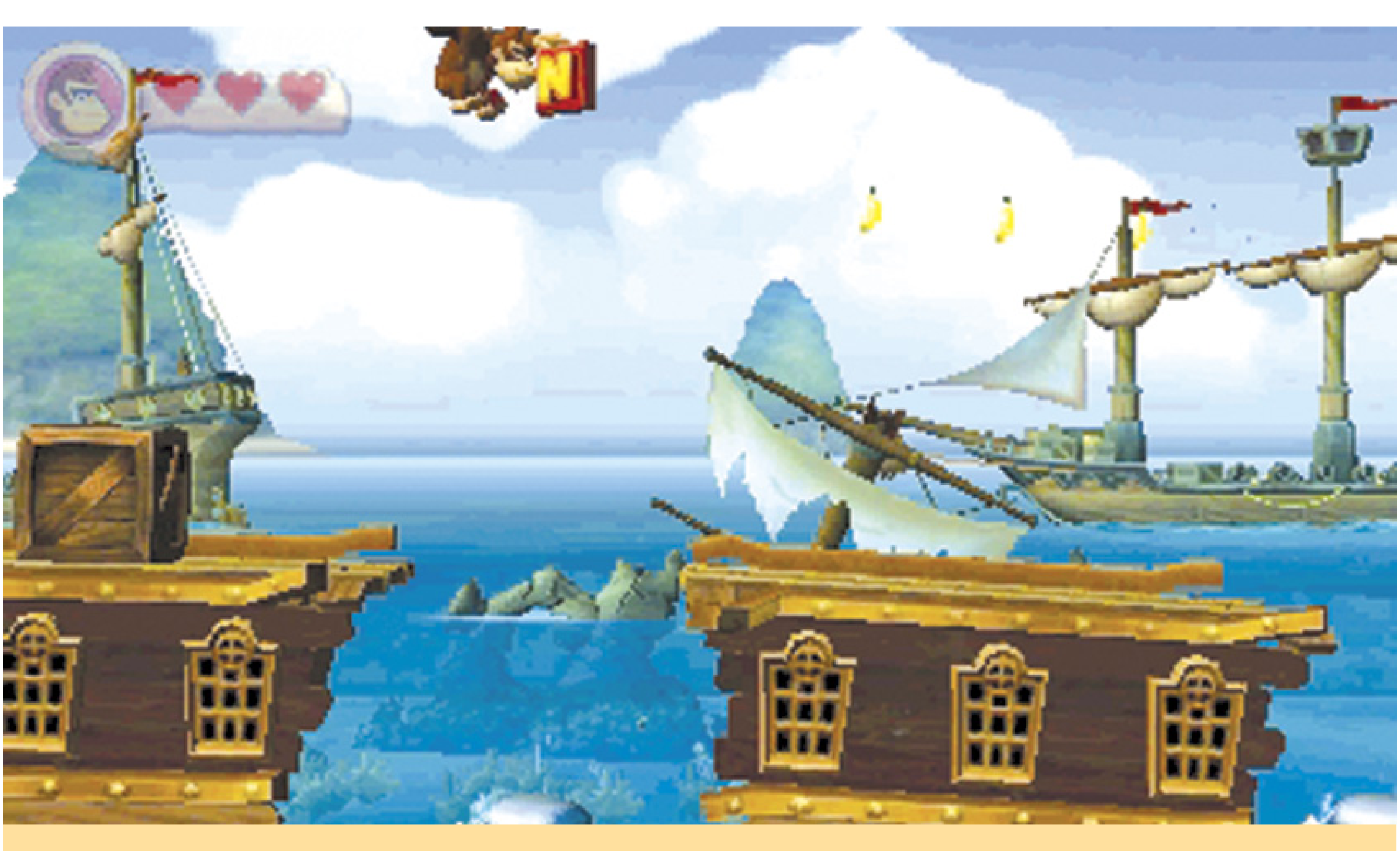
⑥ The next Puzzle Piece is hidden in a Snippys trap. Pound on it to get the Puzzle Piece while avoiding the exploding cannonballs. If you need cover, get under the pier to the right, by the treasure chest.



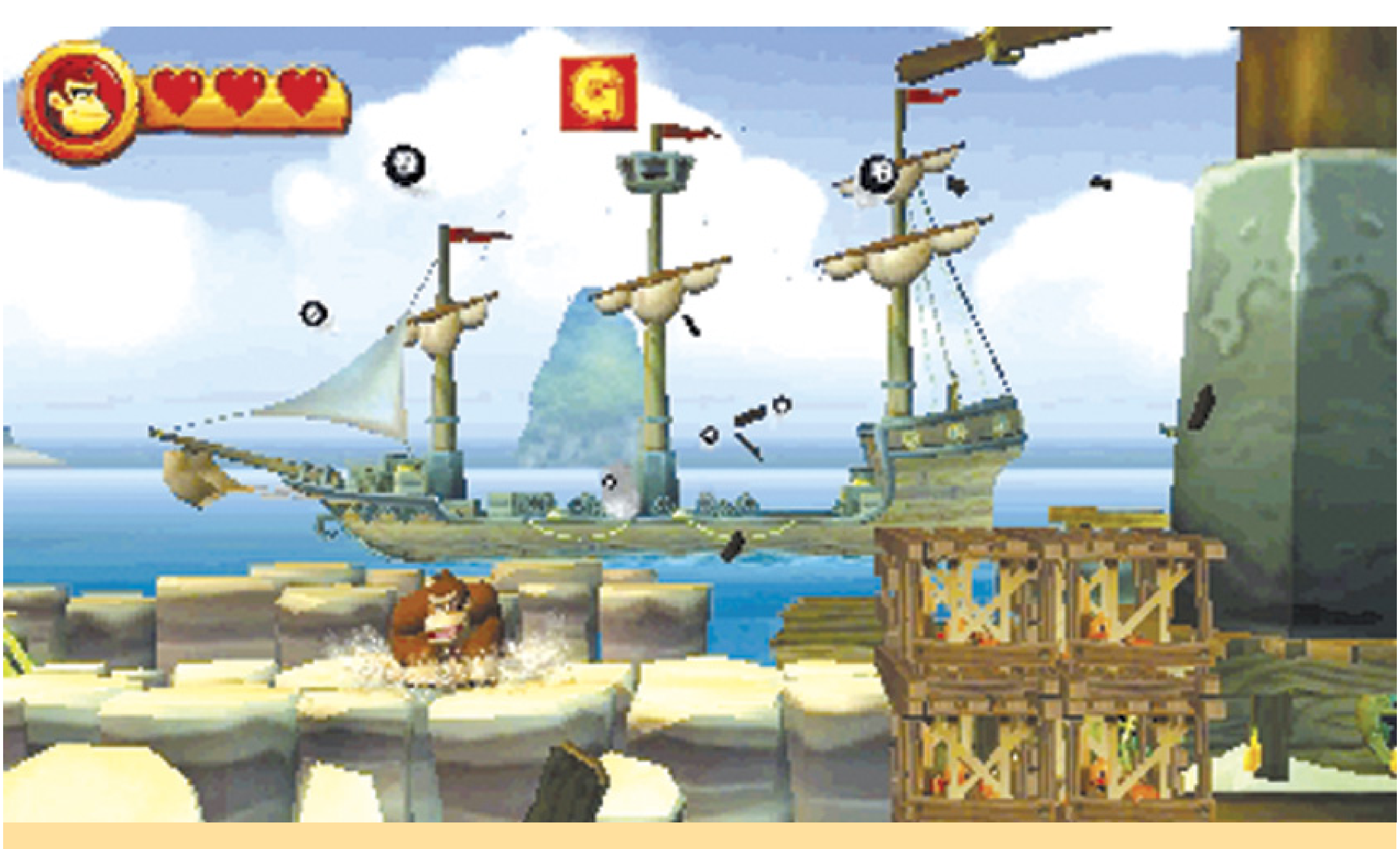
⑦ O Open the treasure chest for a coin. Next, jump to the right and back up to the left to get the O KONG letter. Cannonballs will be falling all over, so you must time it just right if you don't want to blow up.



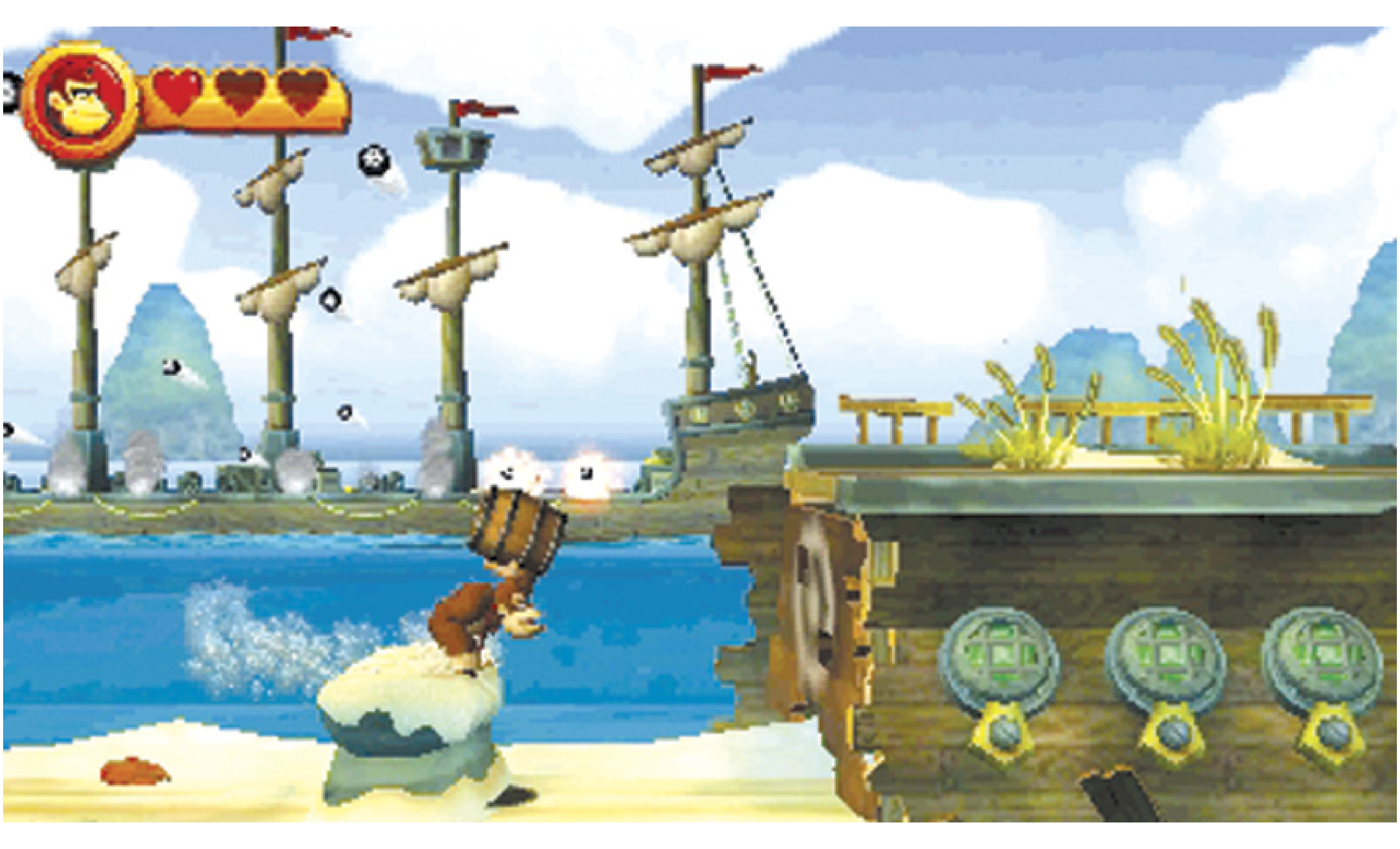
⑧ Head to the right and continue past the checkpoint. Pick up a barrel and rush back to the left. Throw the barrel at the bull's-eye on the shipwreck so you can create an opening. Roll right into this area and get another Puzzle Piece.



⑨ N The next part of the level has you jumping across pieces of shipwreck while leaping Jellybob try to get you. The N KONG letter is floating over one of the gaps with a Jellybob below. Climb onto the crate to the N KONG letter's left, and then hover-jump across to snag the letter without getting hit.



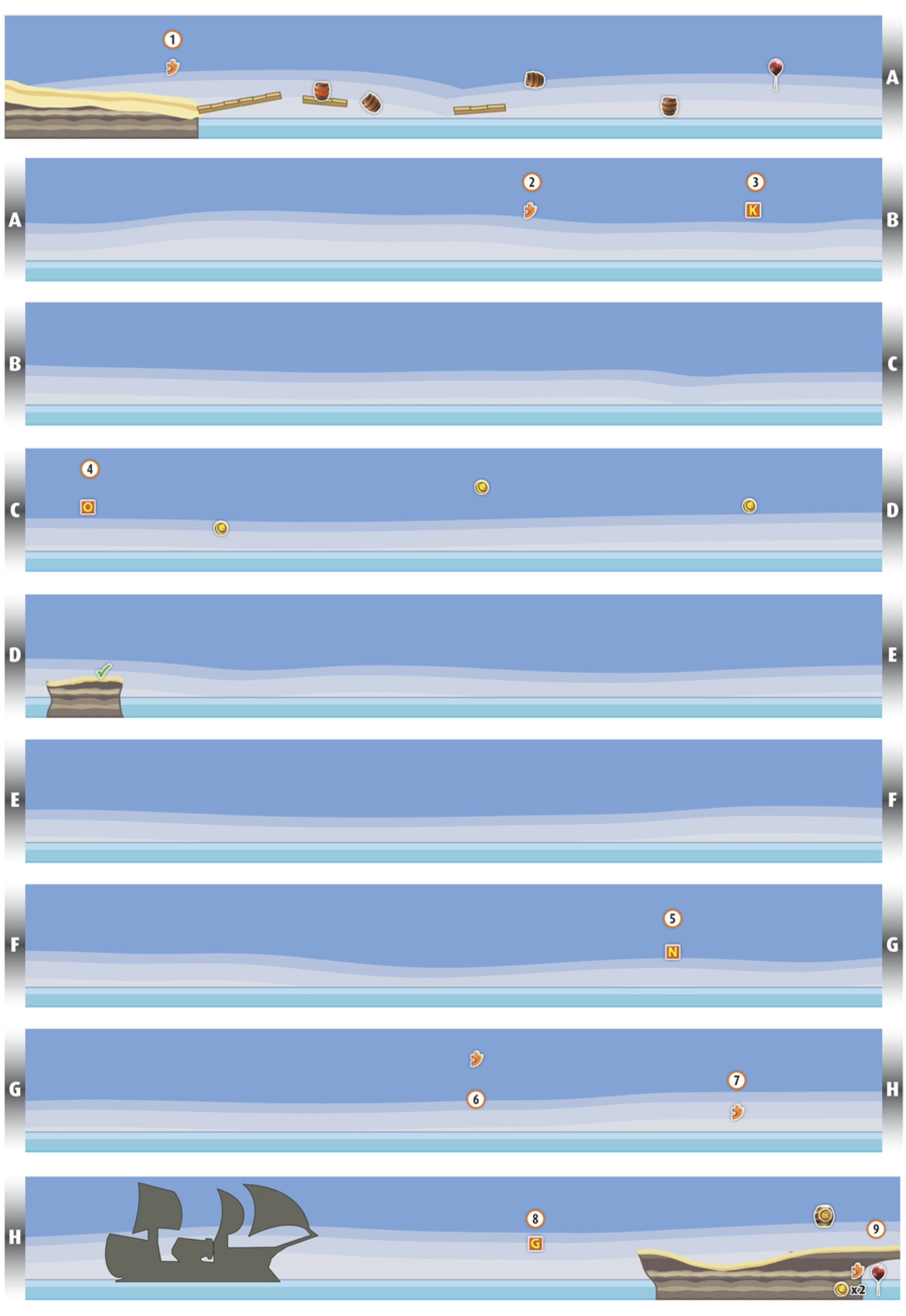
⑩ G The G KONG letter is tough to get. There are cannonballs falling all over here. Jump onto the Snippys traps to the letter's right, then jump up and left to claim the G KONG letter. You must now pound your way through the Snippys traps to get into a low passage to continue to the right. Pound and then move as cannonballs explode. Keep at it until you clear a way through.

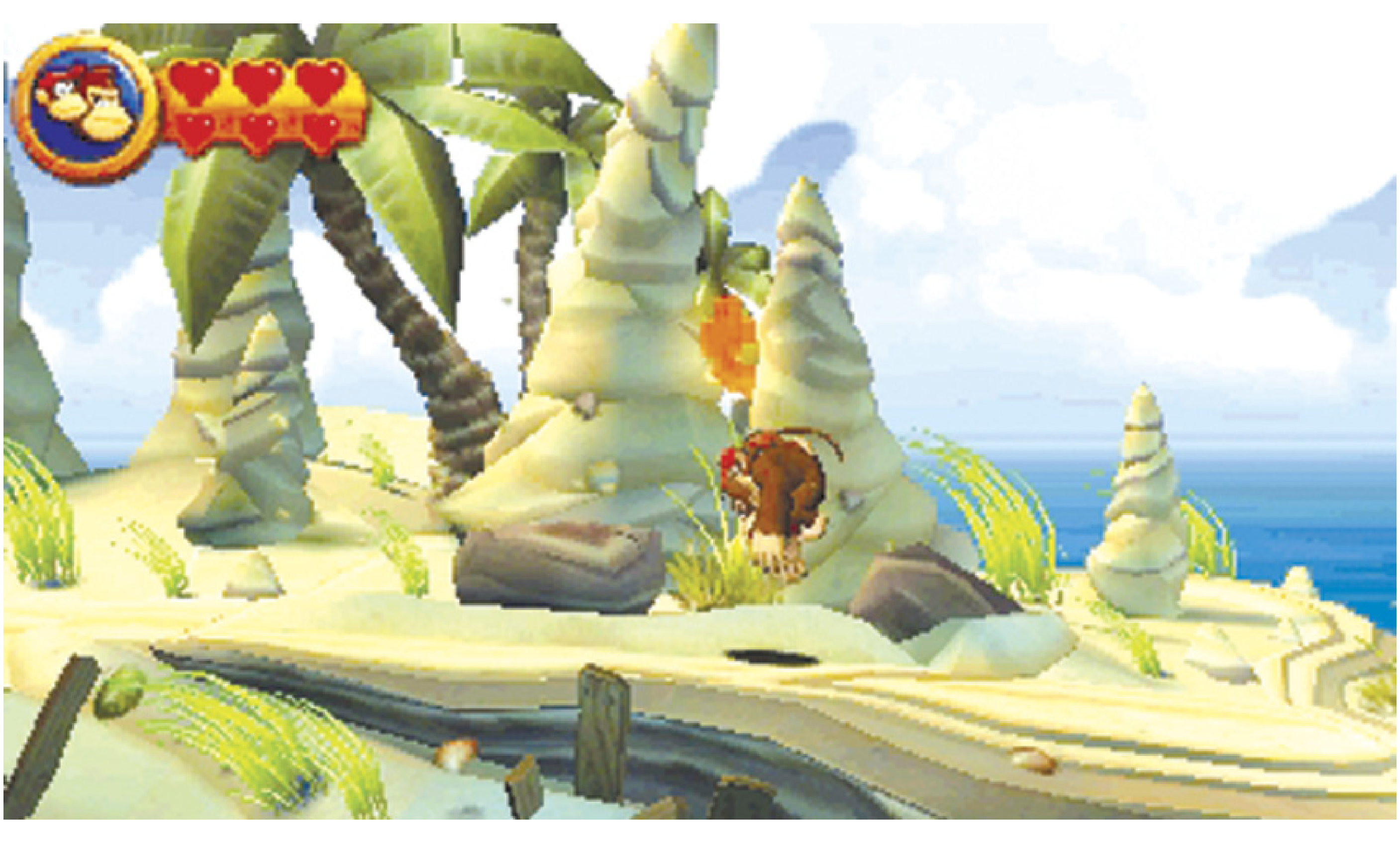


⑪ The last Puzzle Piece is tough to reach. When you see the barrel, pass by it and get rid of the three Pinchlys to the right. Then pick up the barrel and head right. You must time your movement through the cannonballs that are falling all over this area. Get to the level's end and throw the barrel at the bull's-eye on the piece of shipwreck to open a way to a bonus level. Clear out everything to get the Puzzle Piece. Then just jump onto the shipwreck and hit the Slot-Machine Barrel to complete this level.

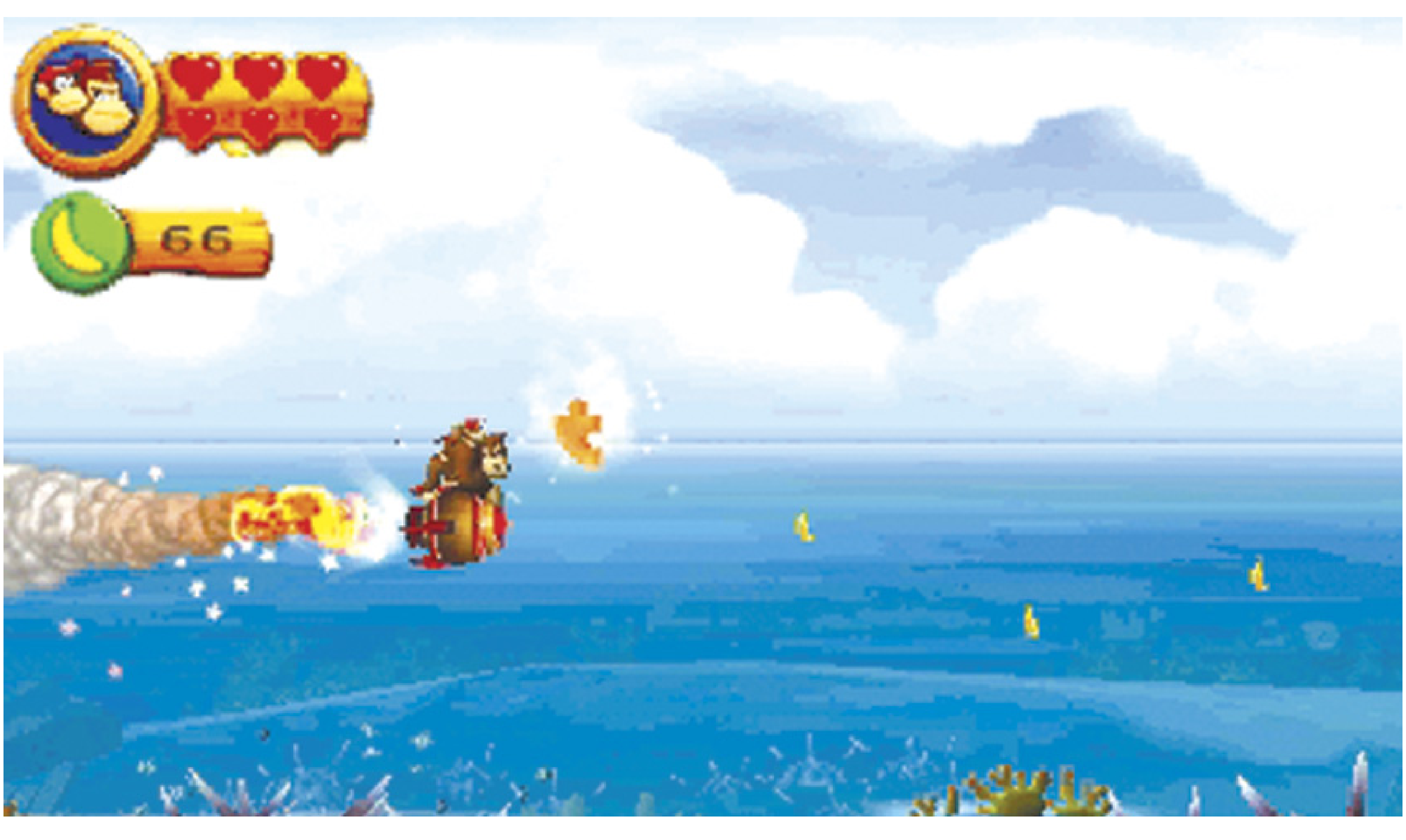
World 2

Peaceful Pier

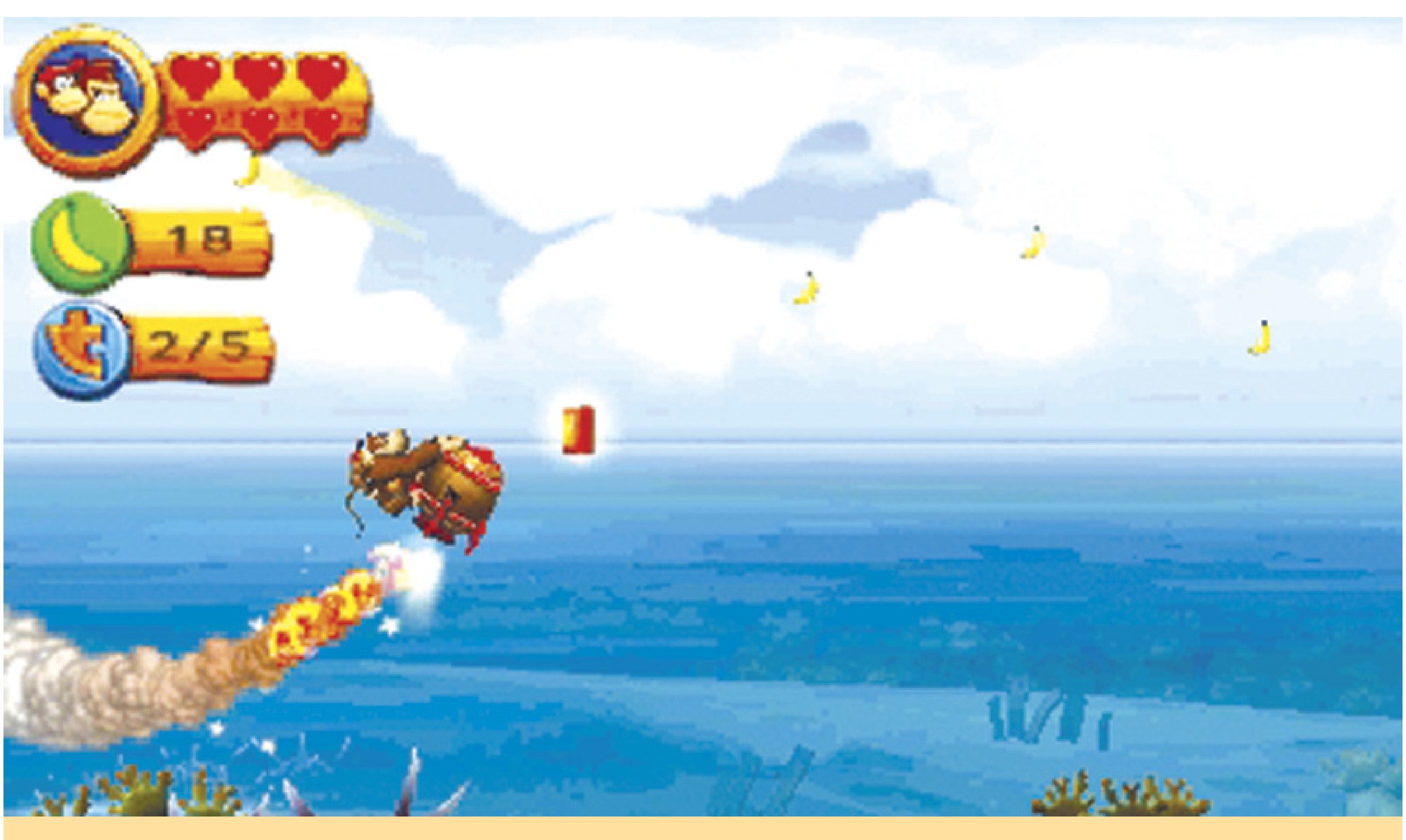




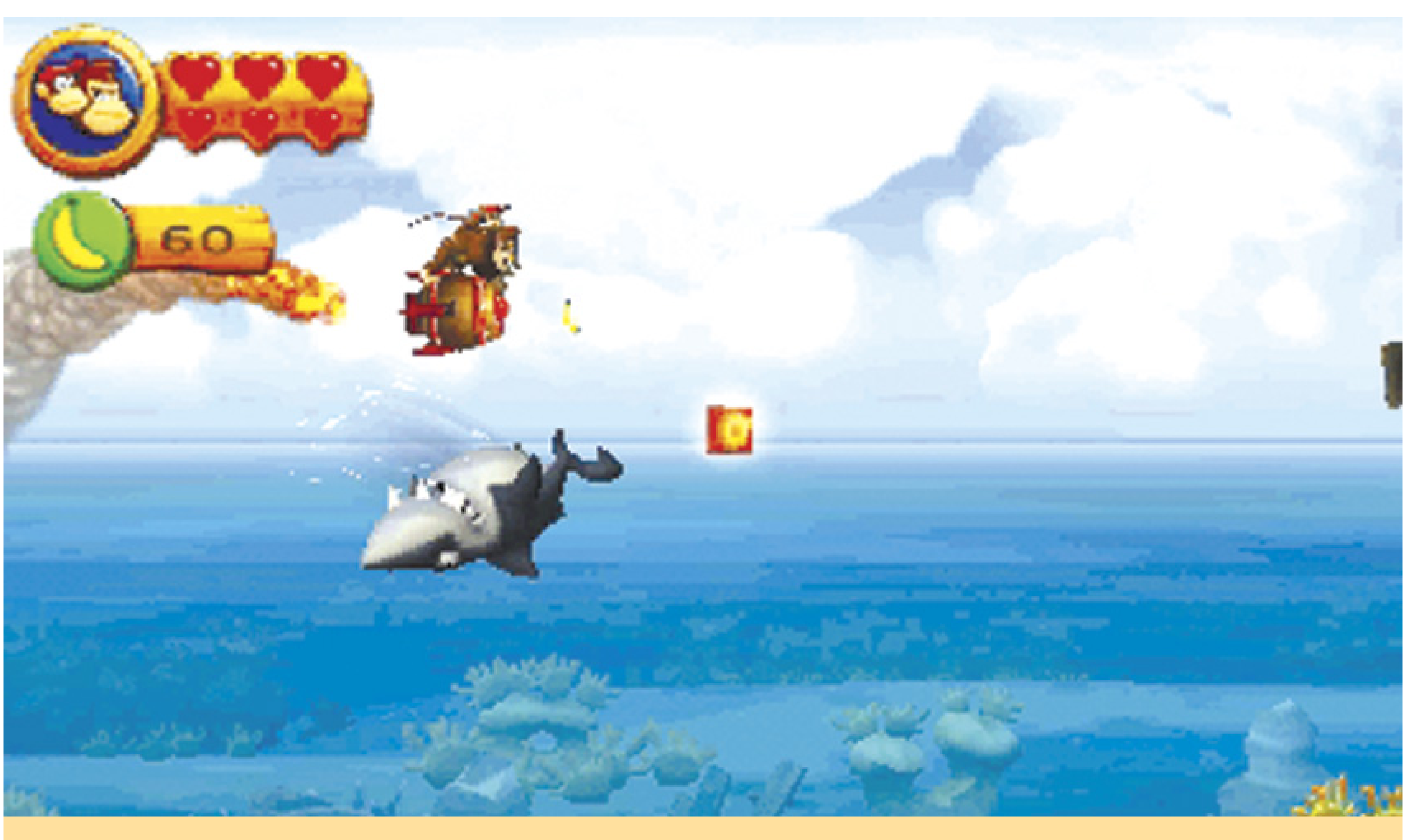
① The first Puzzle Piece is right near the start. Blow on the beach grass next to the pier to get it.



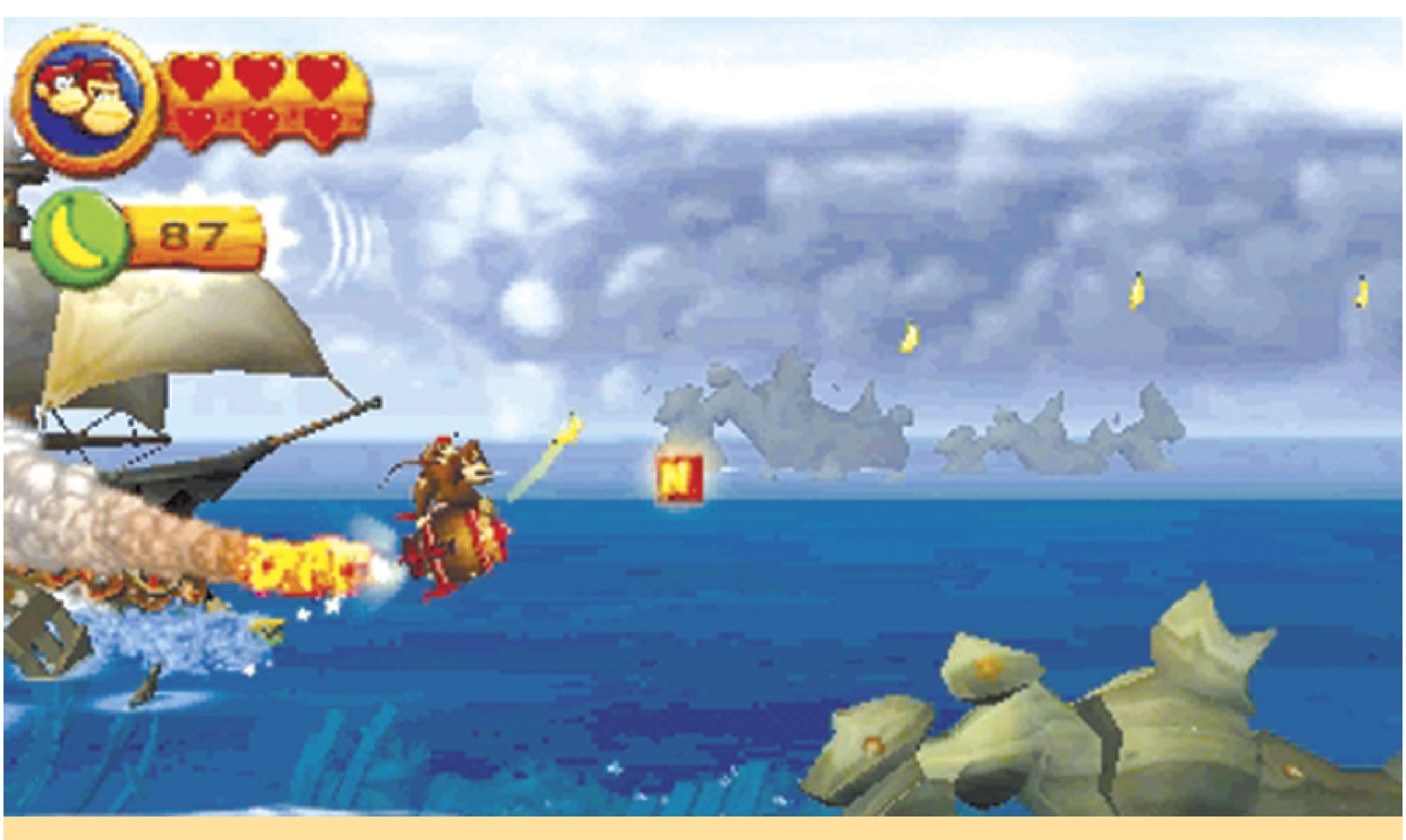
② After jumping into the Rocket Barrel, go through lots of bananas to collect them. However, when you reach a single line of bananas, be sure to get all of them and a Puzzle Piece will appear. Quickly grab it and keep going.



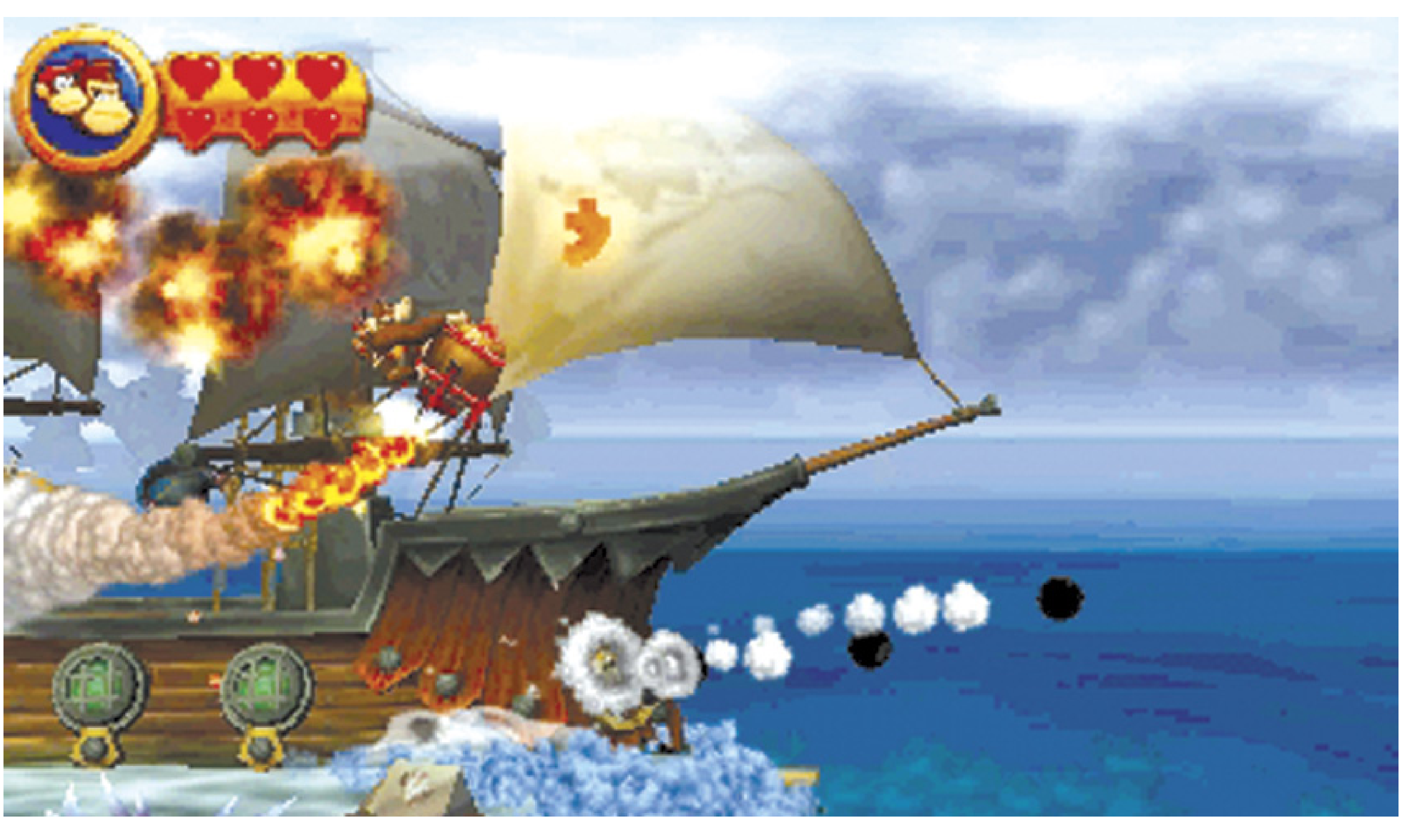
③ K Keep flying at about the same altitude as the last Puzzle Piece, and you can snag the K KONG letter. Or you can just follow the path of bananas, which will take you through this block as well.



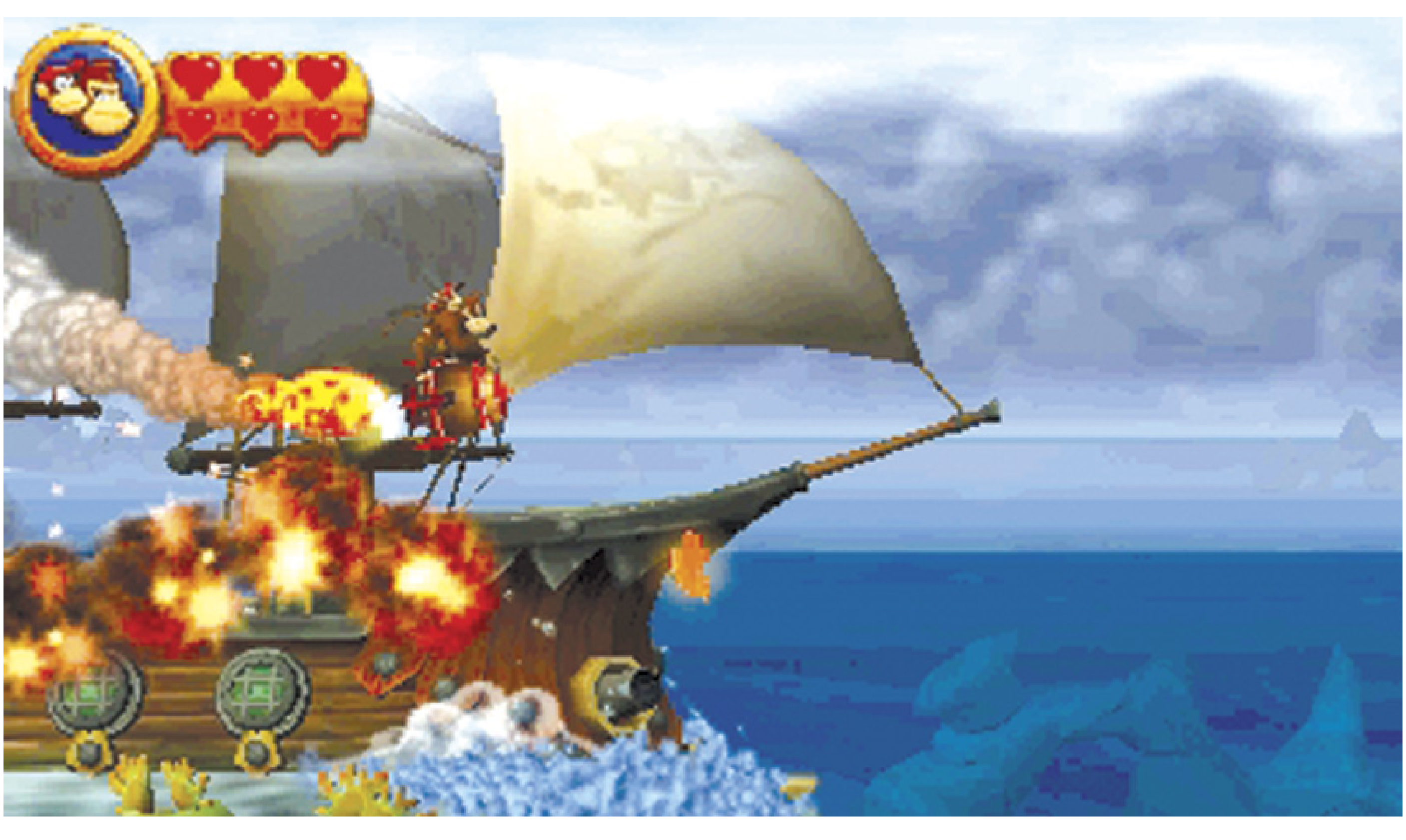
④ O The O KONG letter is a bit tougher to get. At this point in your flight, you must fly over jumping Nibbles. To get this block, you will have to go over a Nibbles and then dive down to grab it.



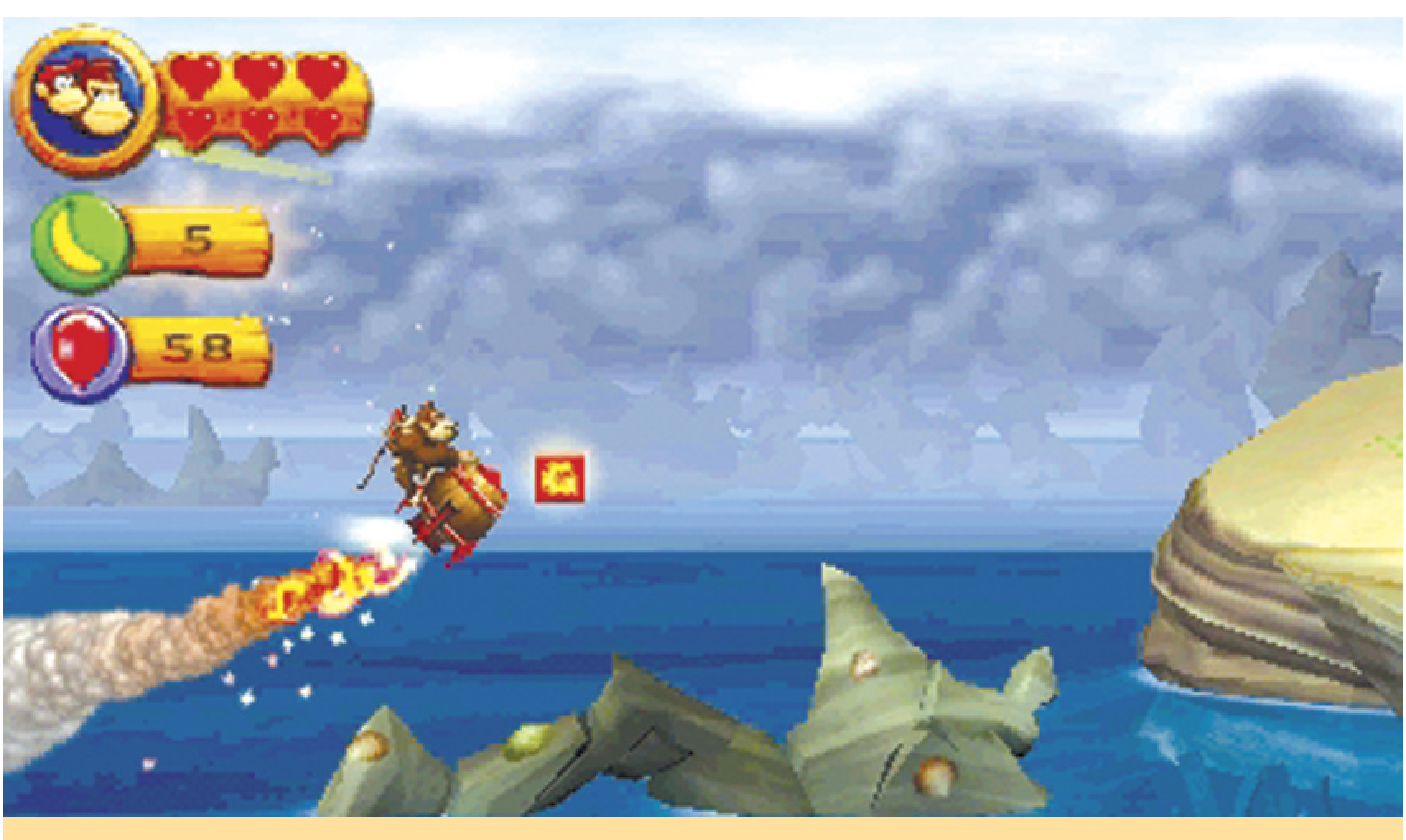
⑤ N After the checkpoint, a pirate ship will give chase and start firing its cannons at you. Dodge the exploding cannonballs, and follow the path of bananas to run through the N KONG letter.



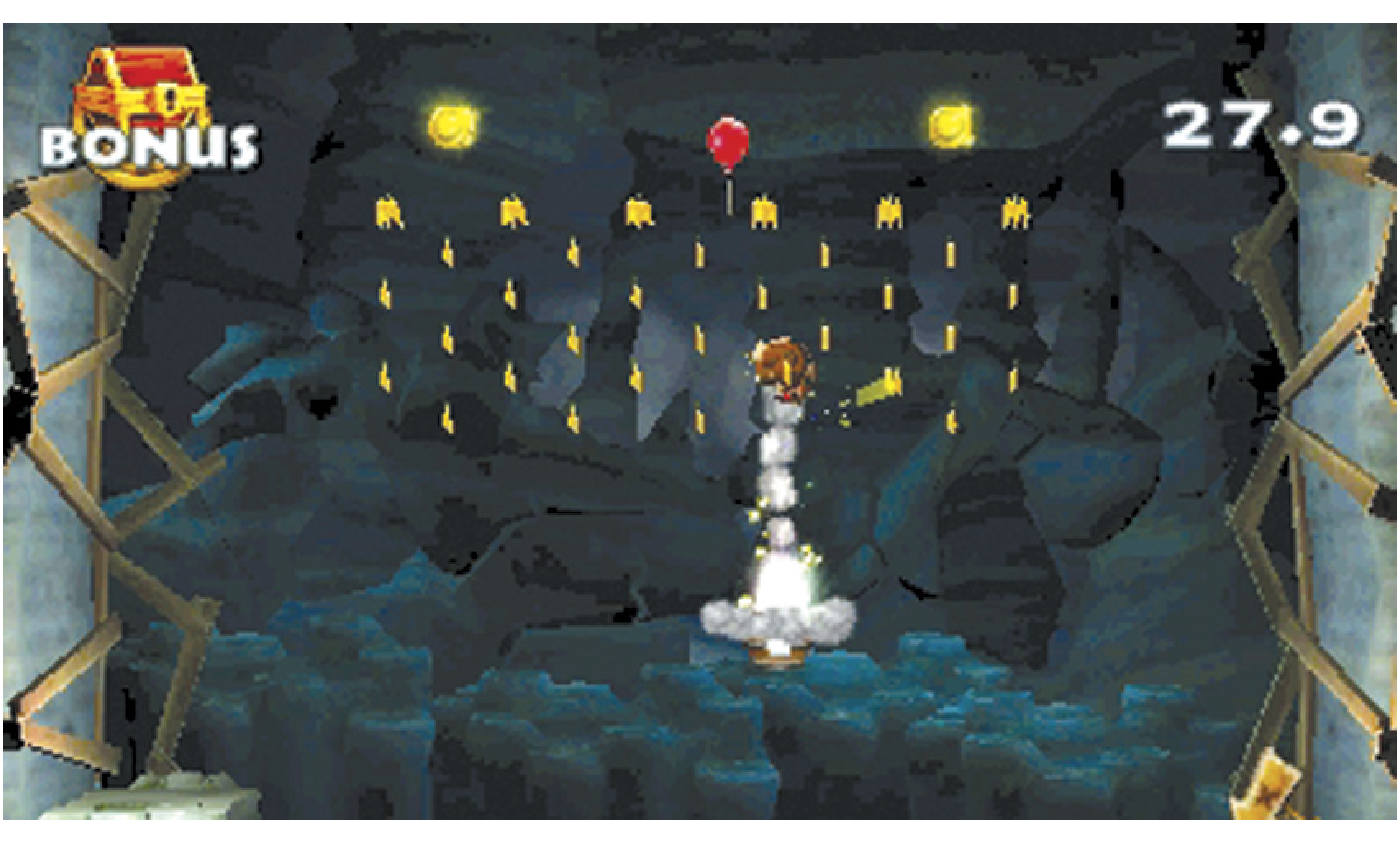
⑥ Shortly after the N KONG letter, the pirate ship will fire several cannonballs up high. Dive below them and then pull up right after them to grab this Puzzle Piece.



⑦ The next Puzzle Piece is right after the previous one. The pirate ship will fire several cannonballs, but this time they are low. Stay right above them and then dive down to get the Puzzle Piece.



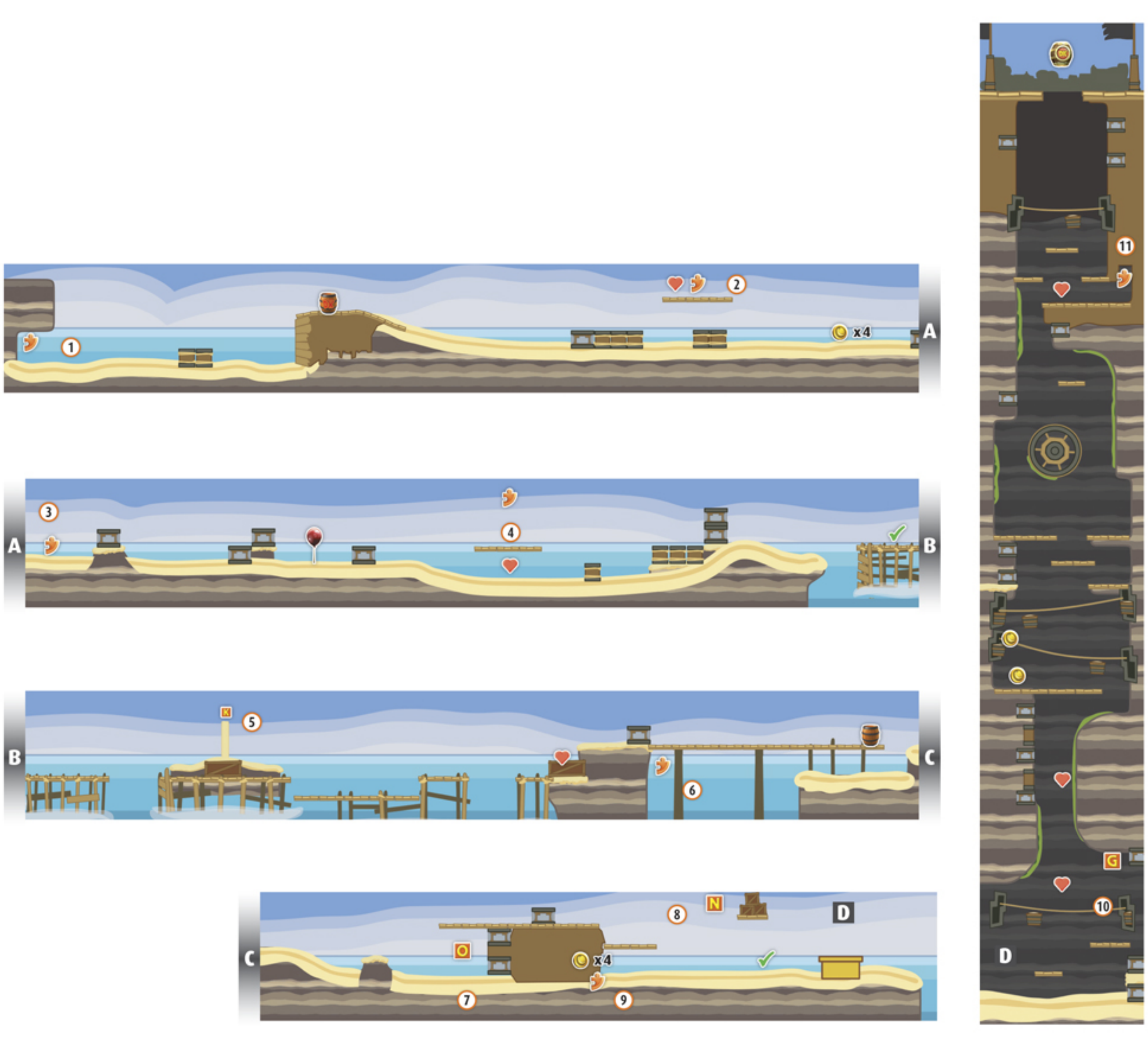
⑧ G After the pirate ship's chase ends, follow the trail of bananas right through the G KONG letter to spell out K-O-N-G.

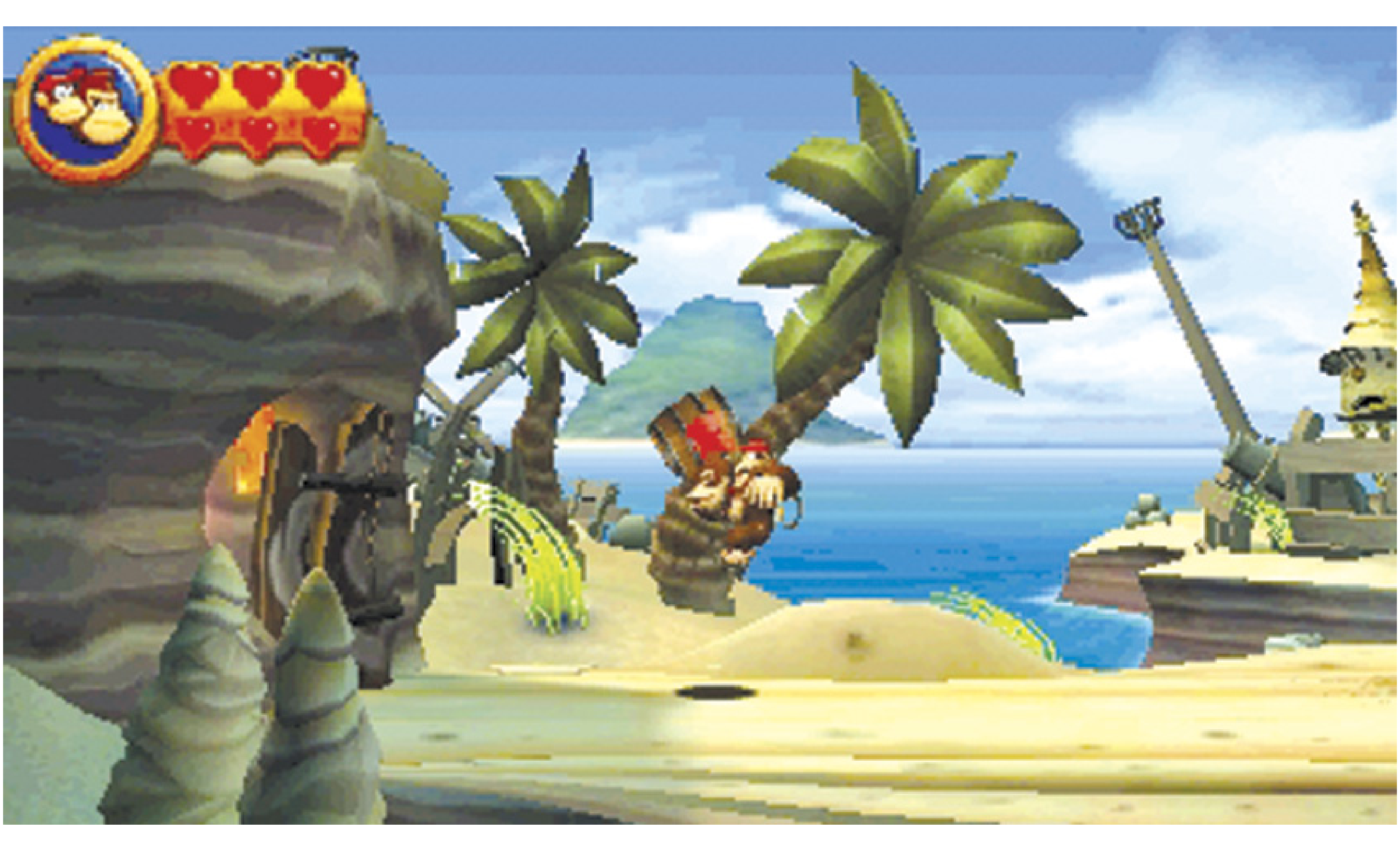


⑨ Once on dry land, run past the Slot-Machine Barrel and pound the ground at the area's far right side to drop into a bonus area. Here you jump into a barrel and then shoot yourself up into the air to collect a balloon, coins, and bananas. Clear them all to earn a Puzzle Piece. After exiting the bonus area, jump to the Slot-Machine Barrel to complete the level.

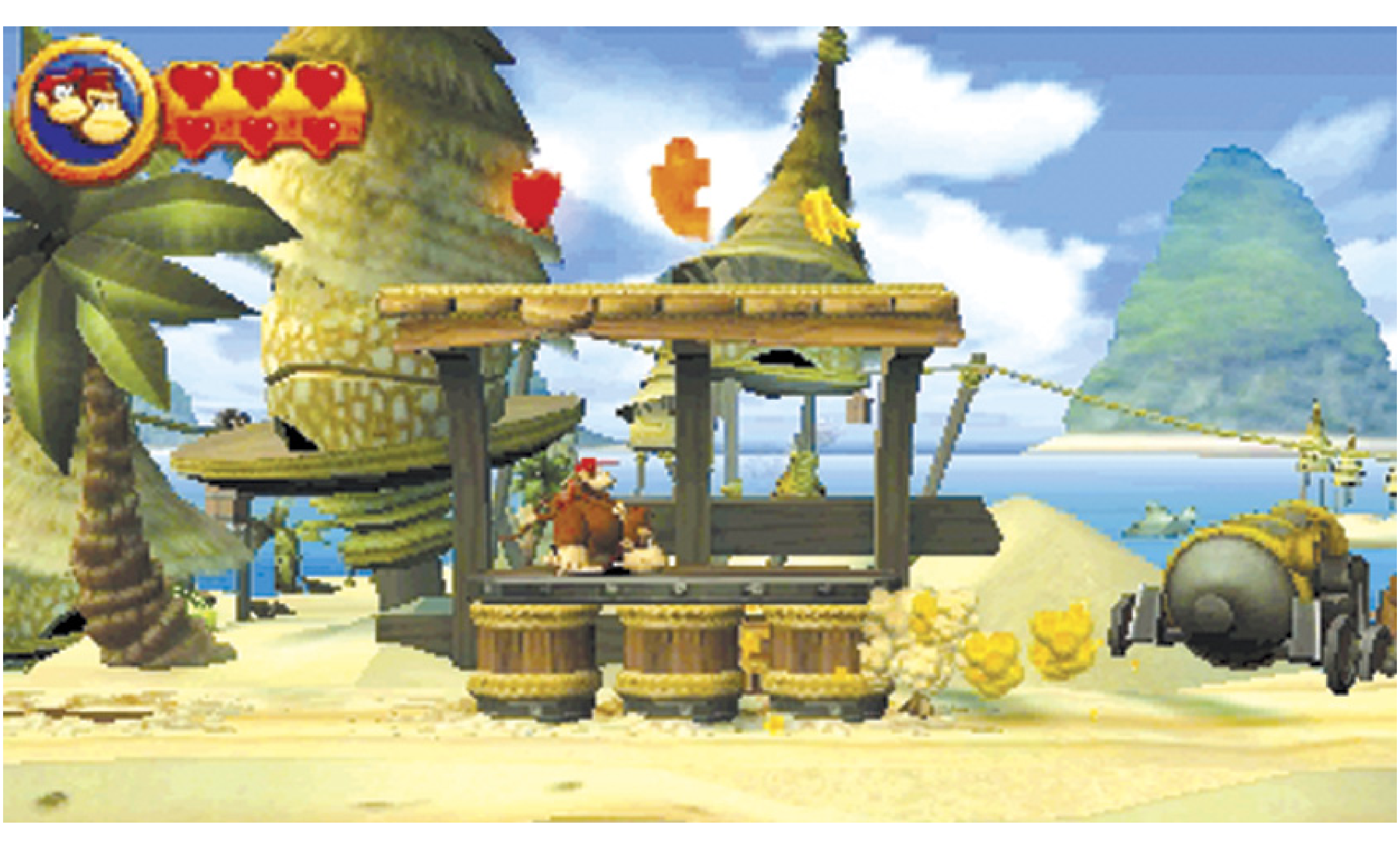
World 2

Sloppy Sands

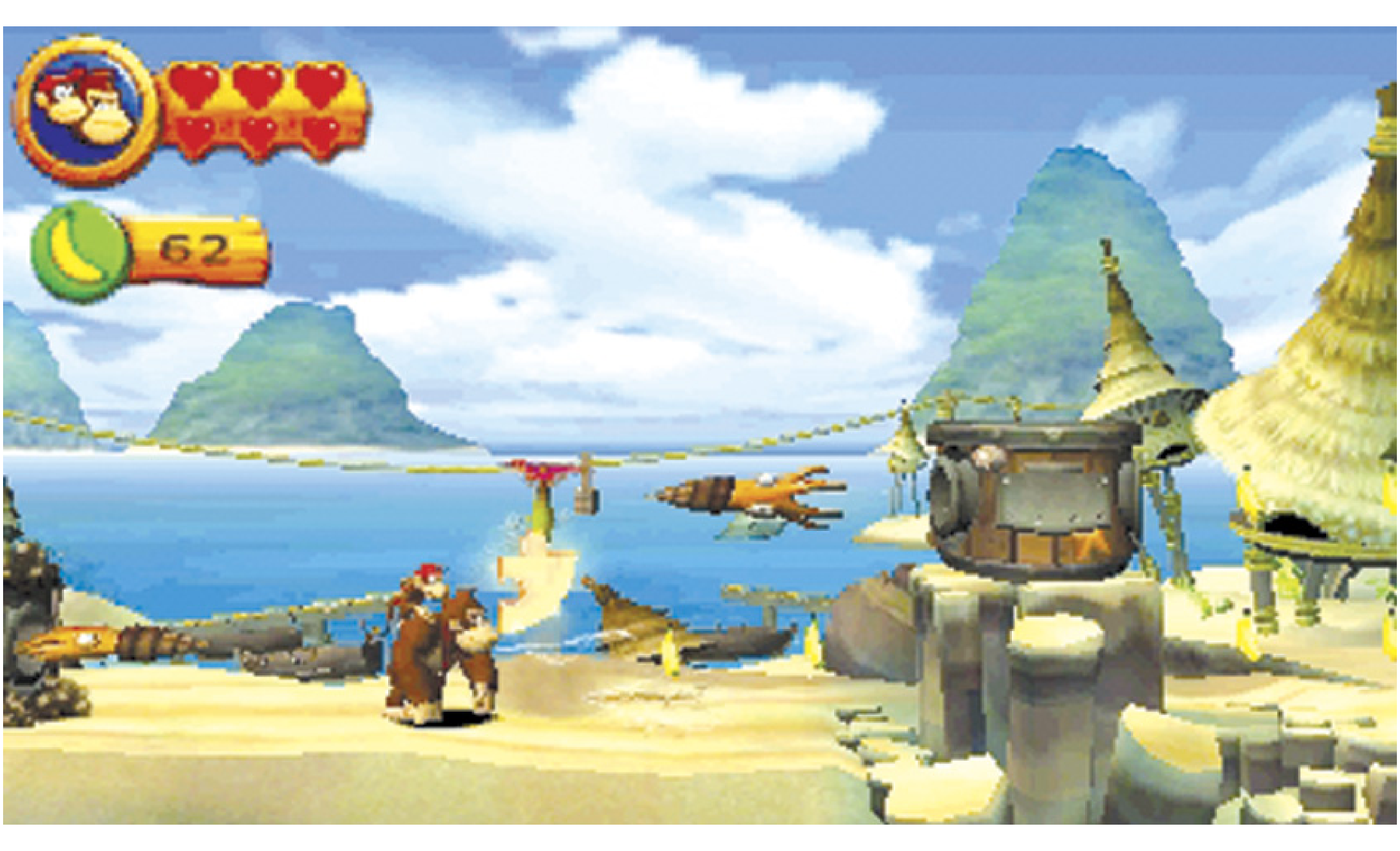




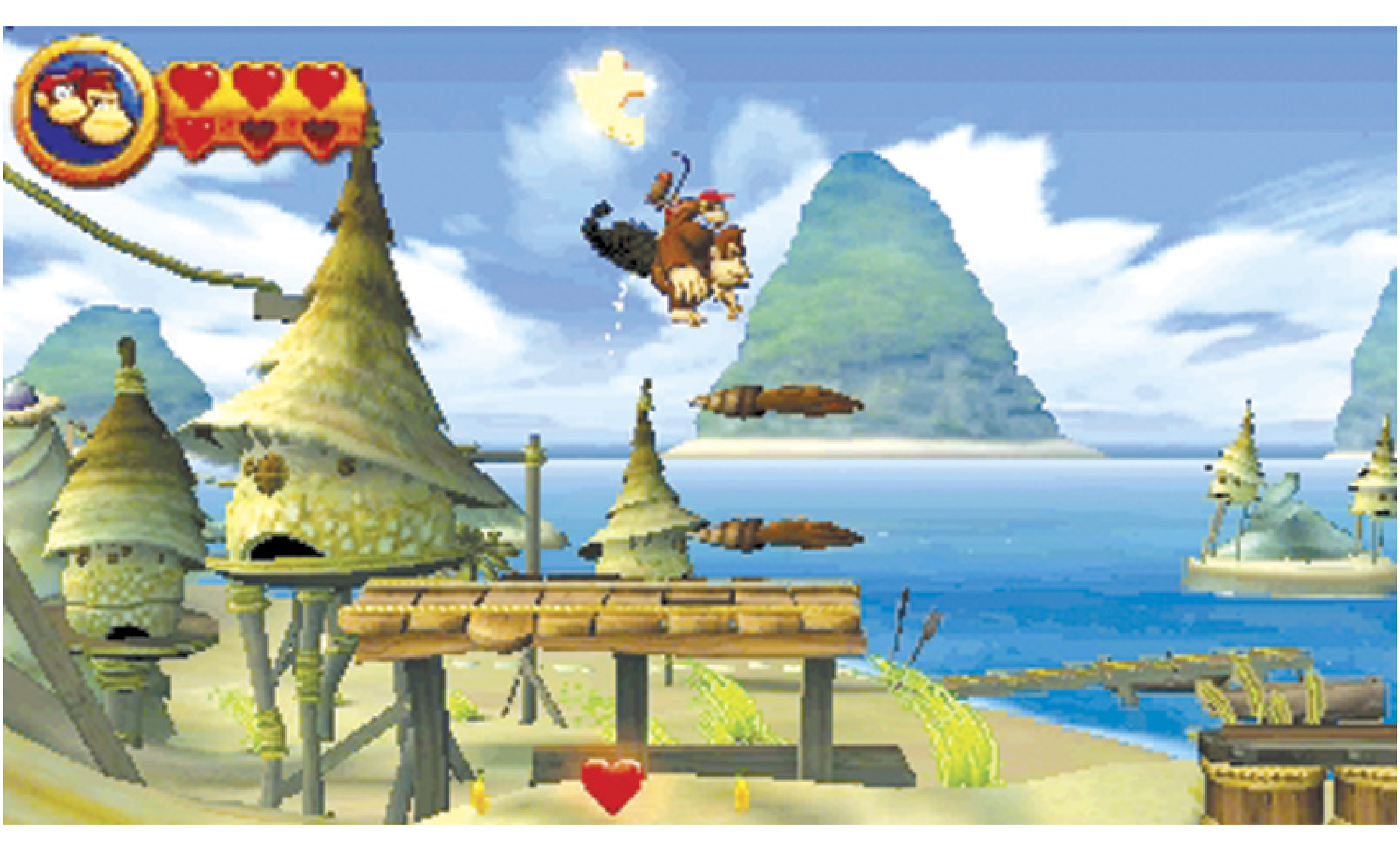
① The first Puzzle Piece is right near the start. However, to get it, you need a barrel for breaking down a door. Head to the right and pound a double piling to make another one rise out of the sand. Jump up and grab the DK Barrel, but do not throw it yet. Head back to the left and throw the barrel at the bull's-eye on the door; this breaks open the door, allowing you to get the Puzzle Piece.



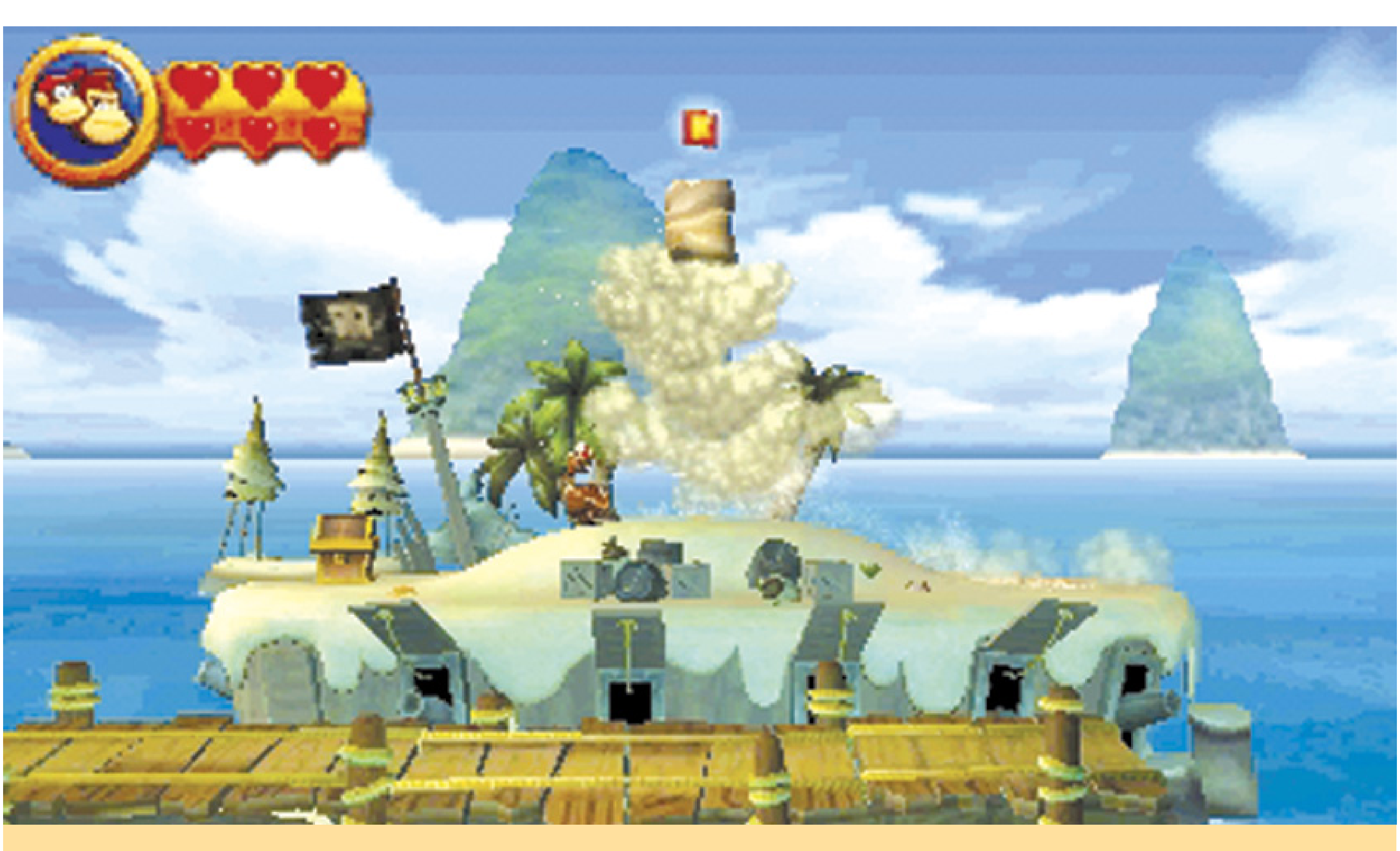
② After you jump over a Squid Shot, pound a double piling. Another one will appear; use it to jump onto a platform where you can pick up a Puzzle Piece and a heart. Then pound the ground in front of the nearby cannon to get four coins.



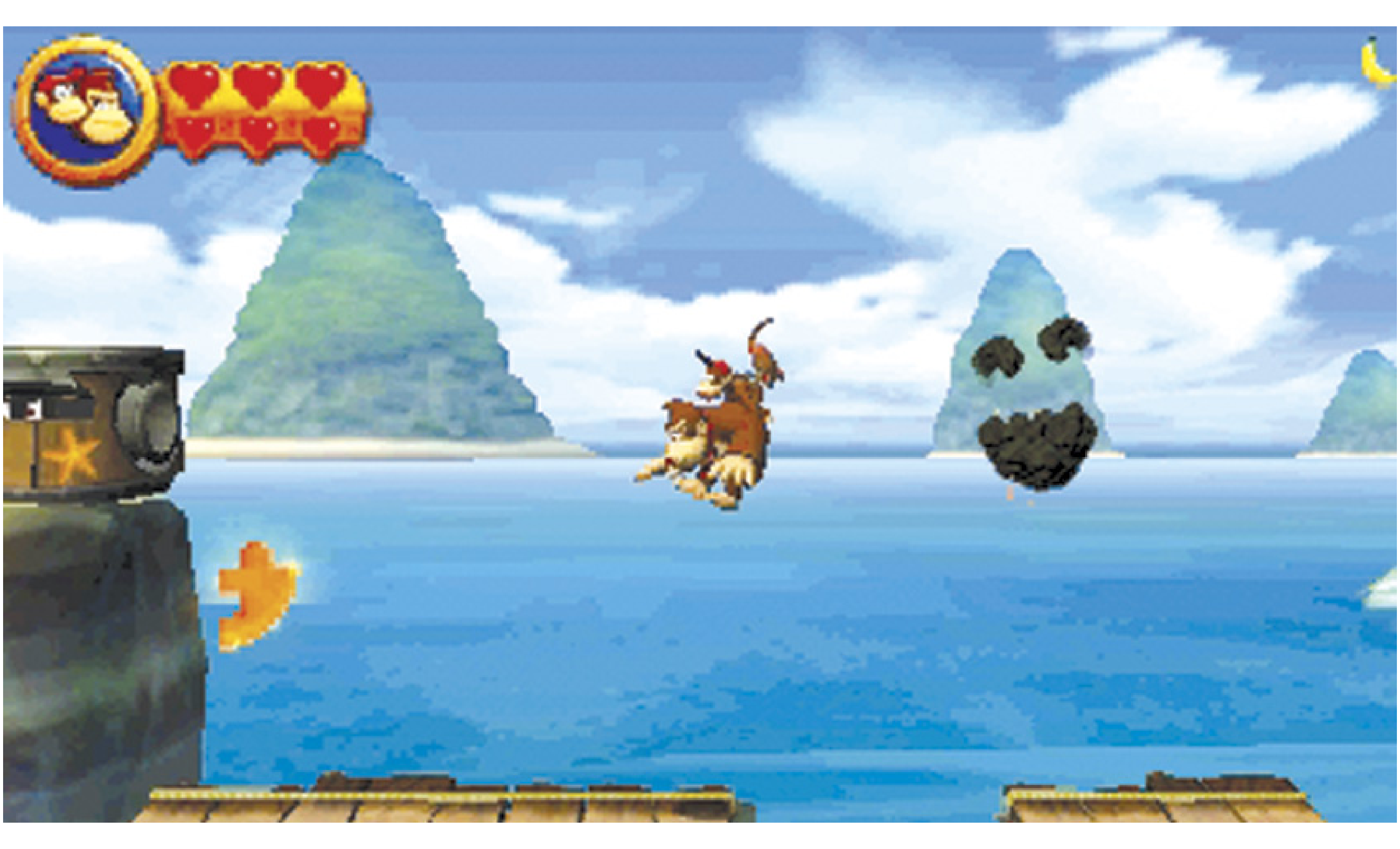
③ After getting the four coins, jump over a Squid Shot and blow on the flower just to the right—avoid the Squiddless coming at you from two different directions. As the flower floats up, grab the Puzzle Piece that comes out of the ground.



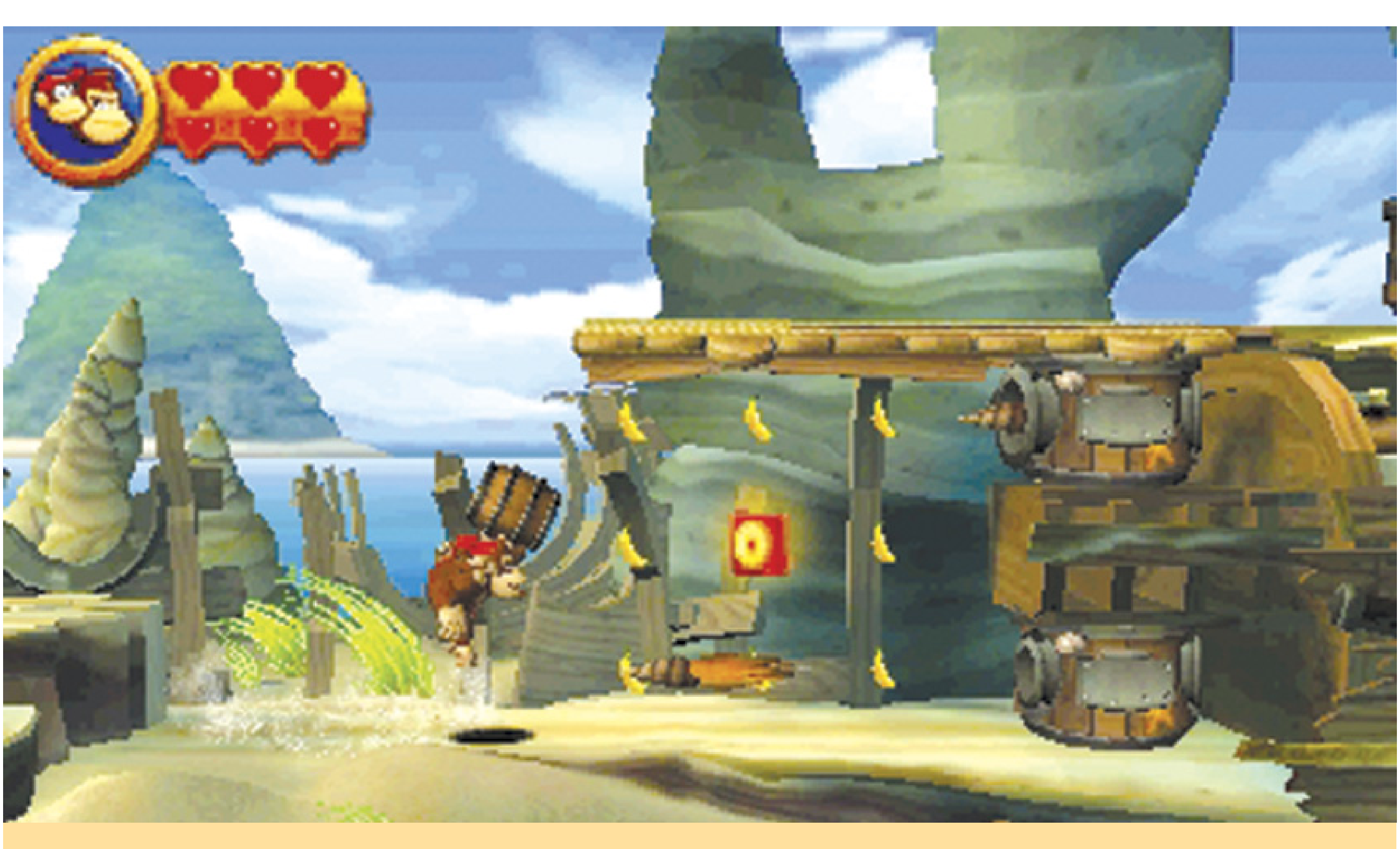
④ This next Puzzle Piece is floating above a platform. It is too high for you to jump and reach. Move to the platform's right edge and wait for some Squiddless to fly by. You must jump onto a Squiddles and immediately use it to jump up to get the Puzzle Piece. Grab the nearby heart if you need one.



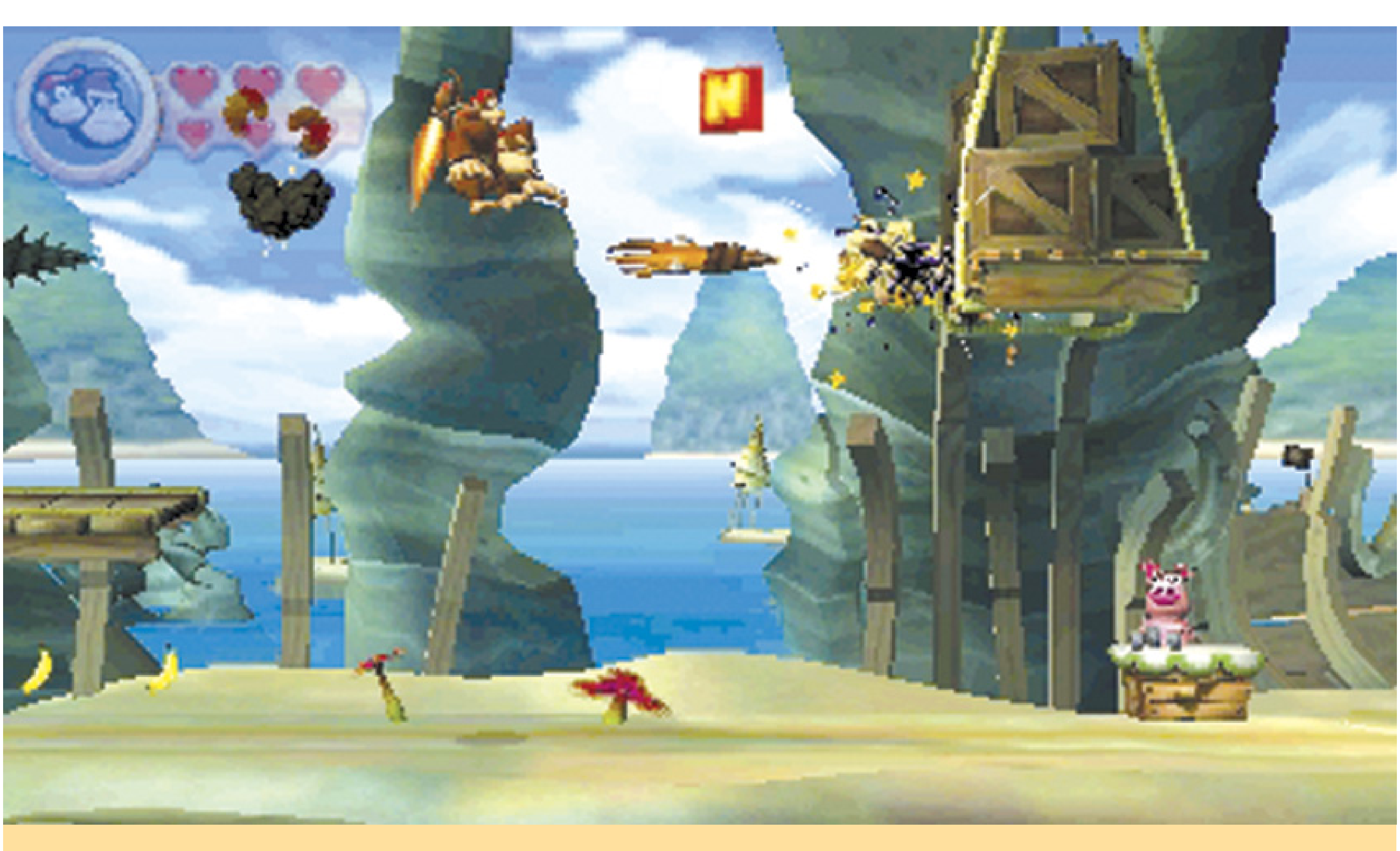
⑤ K After jumping over two Nibbles, pound a wooden crate to reveal a barrel. Jump into the barrel, and you will be shot off to an island. Roll into a tall sand Screaming Pillar to knock it over, and the K KONG letter will drop down for you to pick up. Pound near the treasure chest to make a barrel appear; this will shoot you back to the main level.



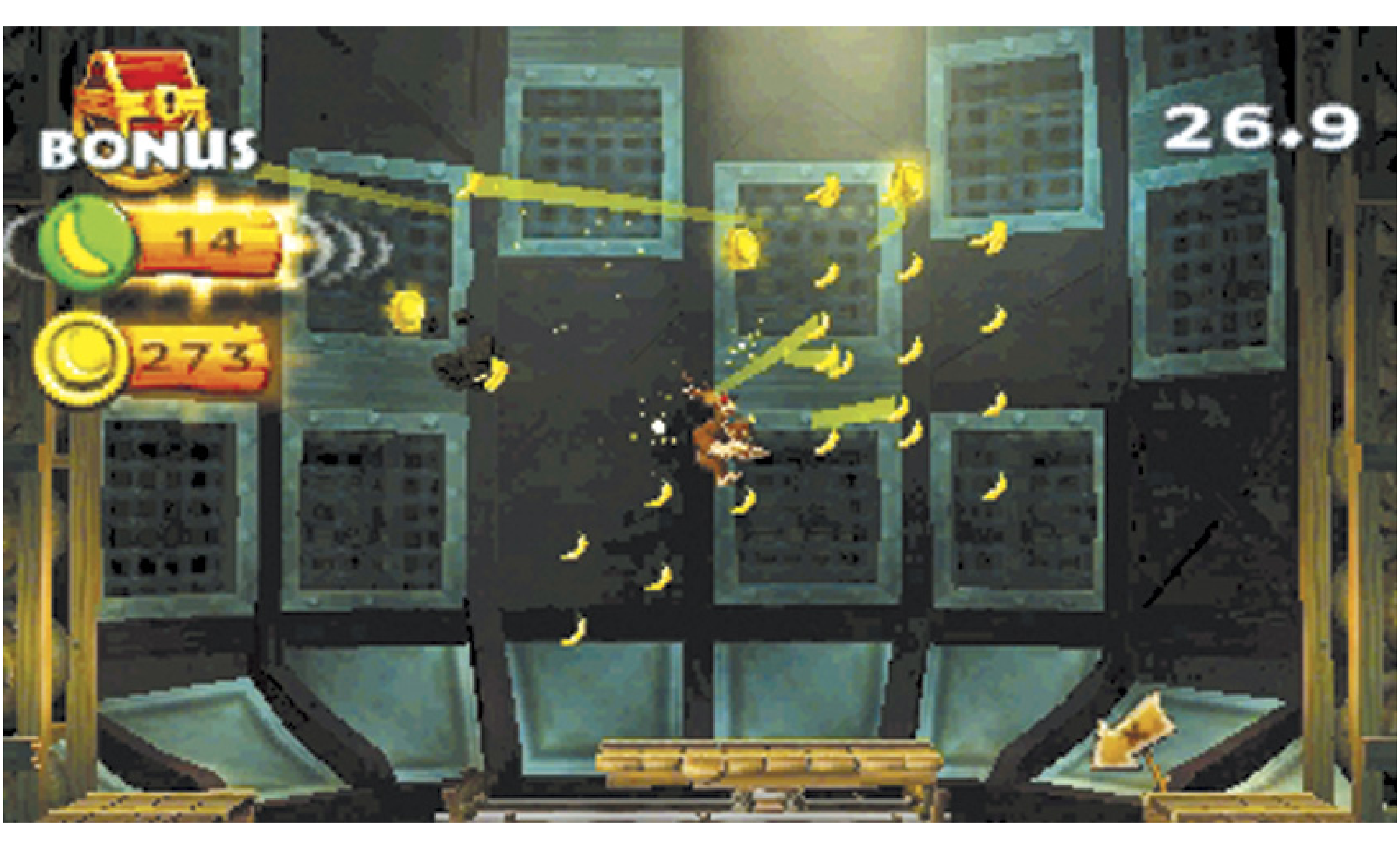
⑥ Drop down off the pier at this spot. After avoiding some Snippies, pound near the cannon. This will destroy the pier's supports, causing it to drop down. Head to the left to pick up the Puzzle Piece.



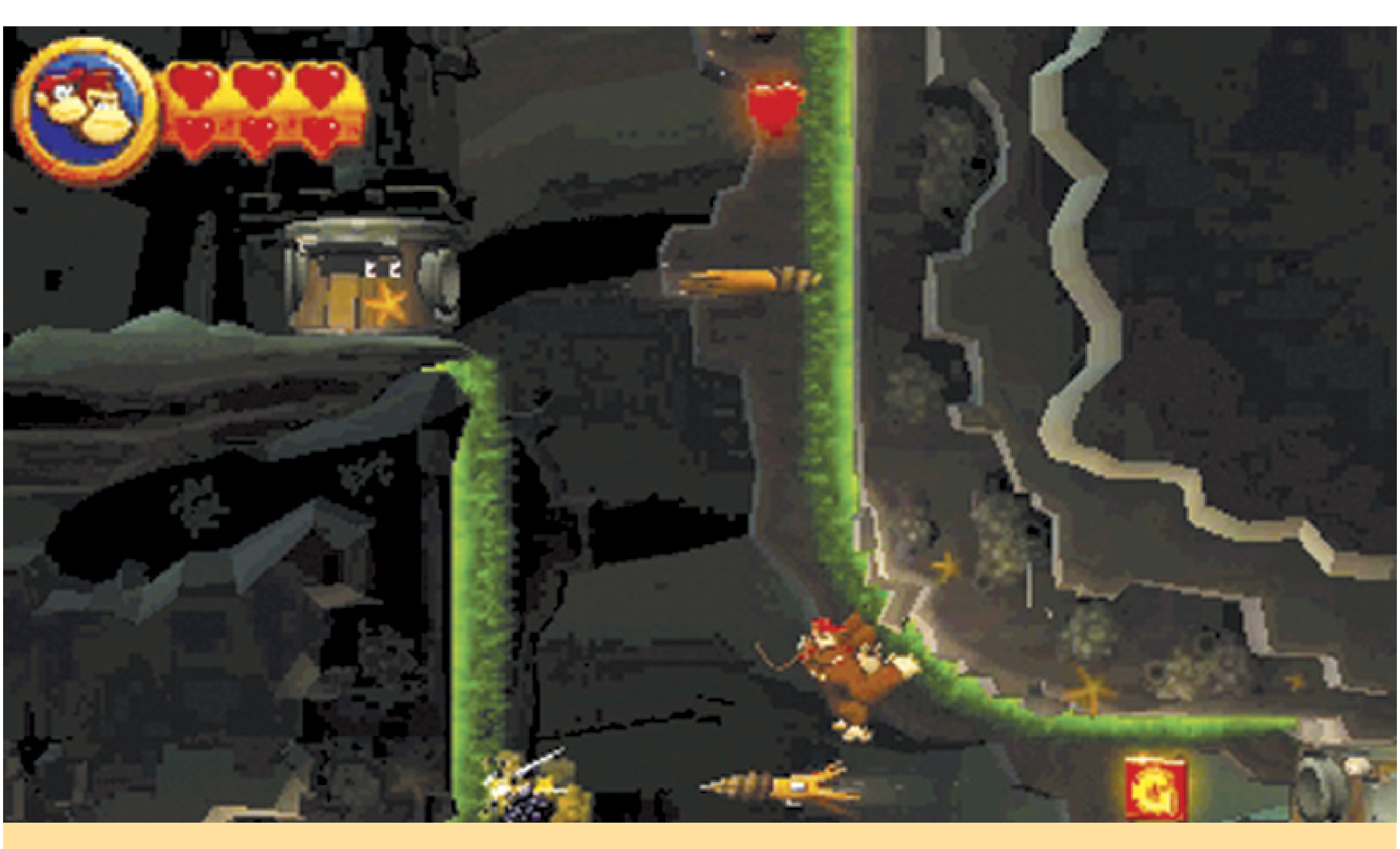
⑦ O The O KONG letter is under a pier surrounded by bananas. However, this is tough to get because it is near two Squid Shots. You have to time it just right. Wait until they fire, then rush in to get the block and get out again.



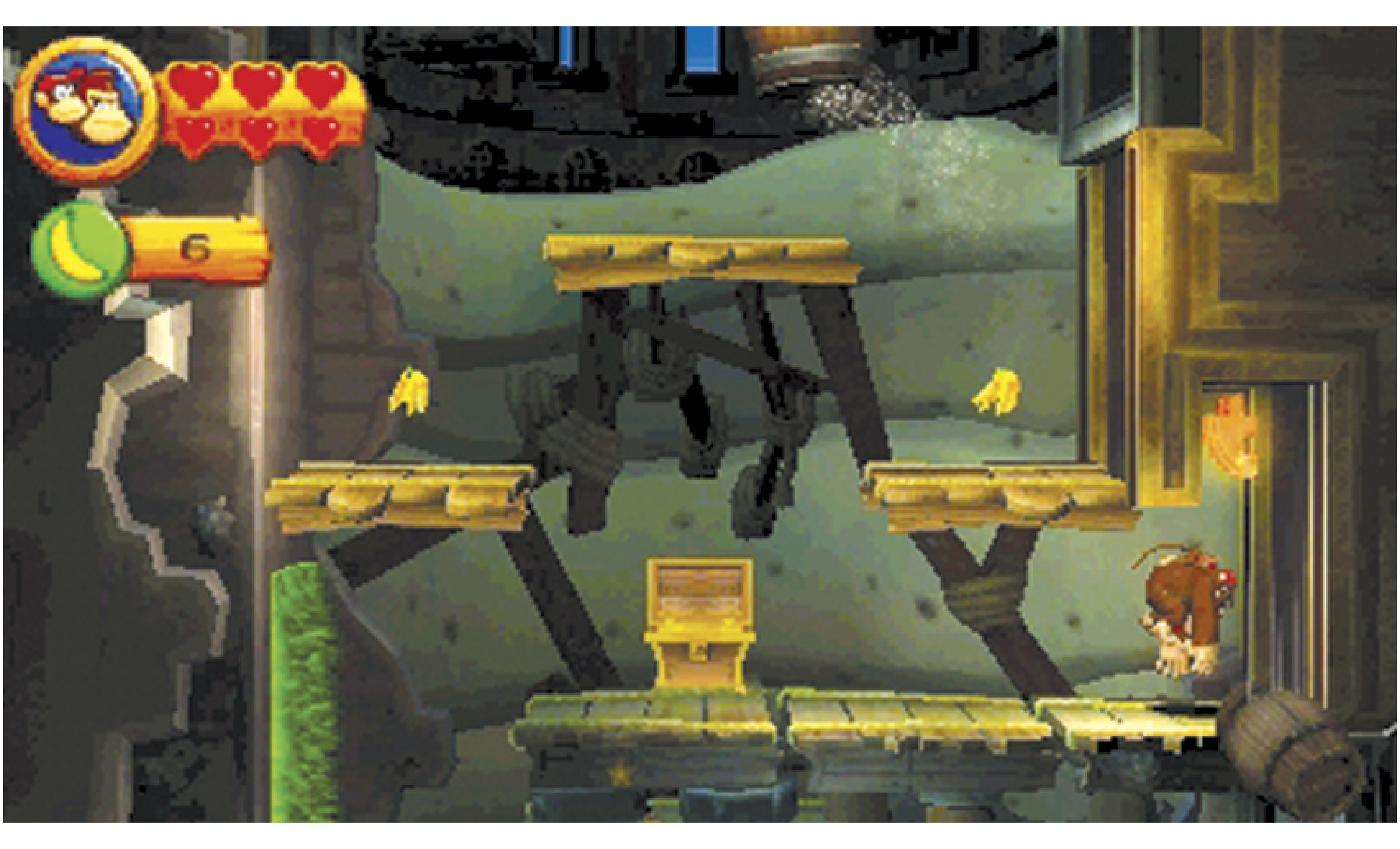
⑧ N The N KONG letter is floating high up in the sky. To get it, you must use Squiddless. Stand on the pier to the left of the N KONG letter and wait for Squiddless to fly toward you. Jump on one and then jump off of it to get enough height to grab this KONG letter.



⑨ After getting the N KONG letter, roll to the left to crash into a piece of shipwreck and enter a bonus area. Here you must jump up from a moving bouncy platform and collect all of the bananas and coins before the timer runs out. You will be rewarded with a Puzzle Piece for your hard work. After you exit, head past the checkpoint and pound on the DK platform to make a barrel appear. Jump inside and it will shoot you across to a tower on an island.



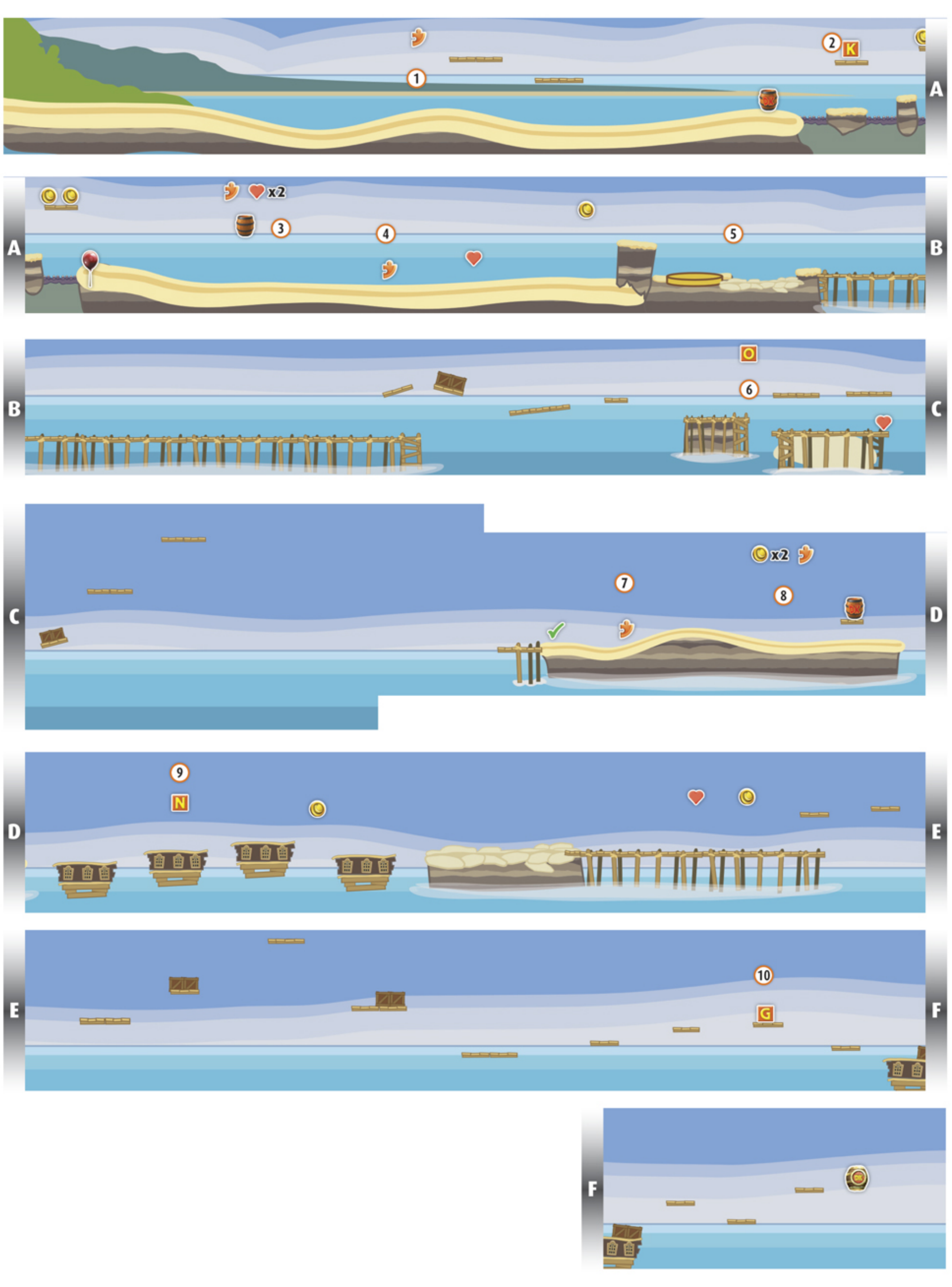
⑩ G This KONG letter is hanging right in front of a Squid Shot. Jump up to grab on to the grassy wall above it. As soon as some Squiddless fly by, crawl down to get the G KONG letter and then get out of the way before more Squiddless are fired toward you.

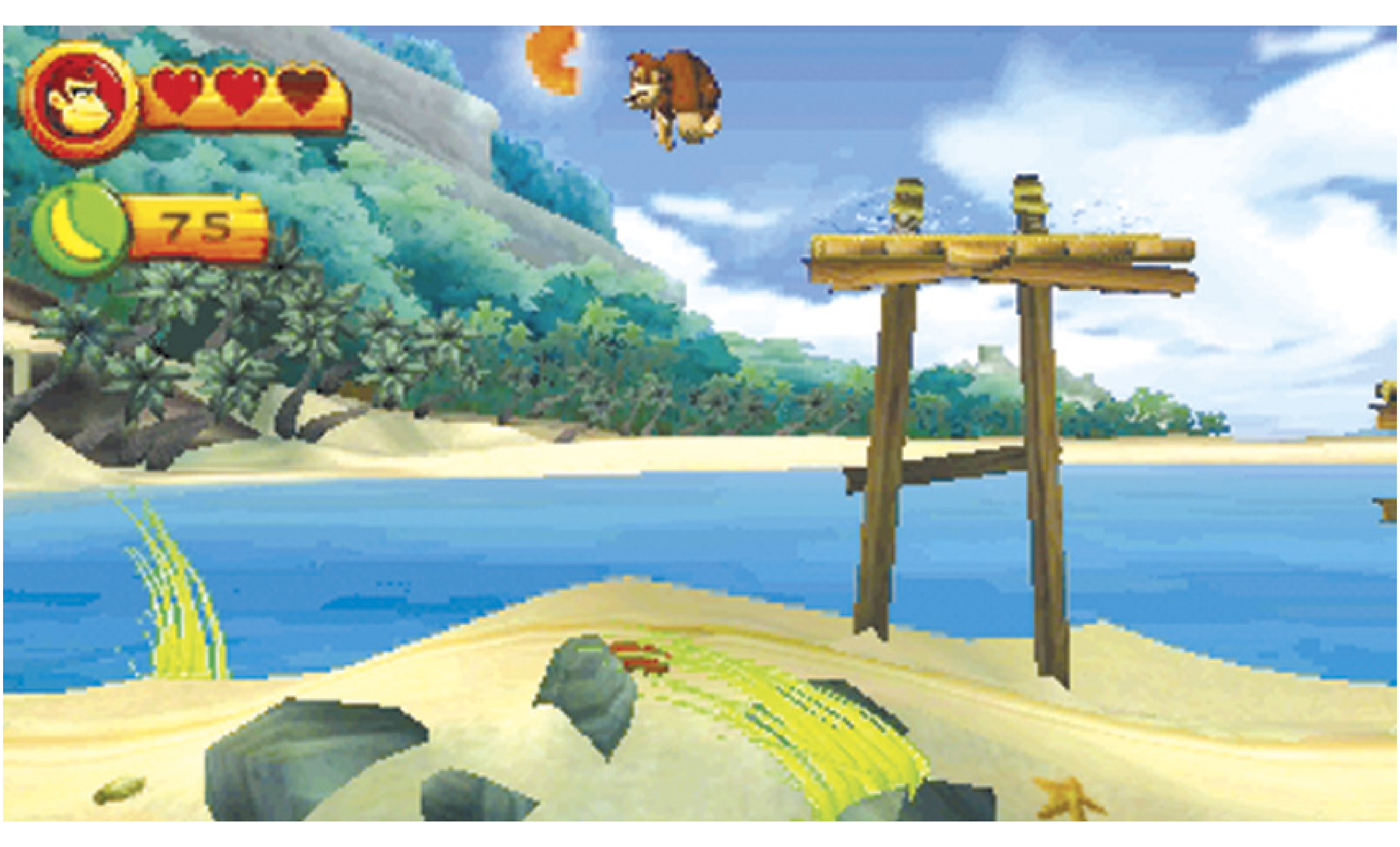


⑪ The last Puzzle Piece is near the top of the tower. Look for a stack of barrels along the tower's right side. Move through them to find a hidden area with the Puzzle Piece that completes your collection. Continue to the tower's top, avoiding lots of Squiddless, and shoot yourself from a barrel into the Slot-Machine Barrel to complete the level.

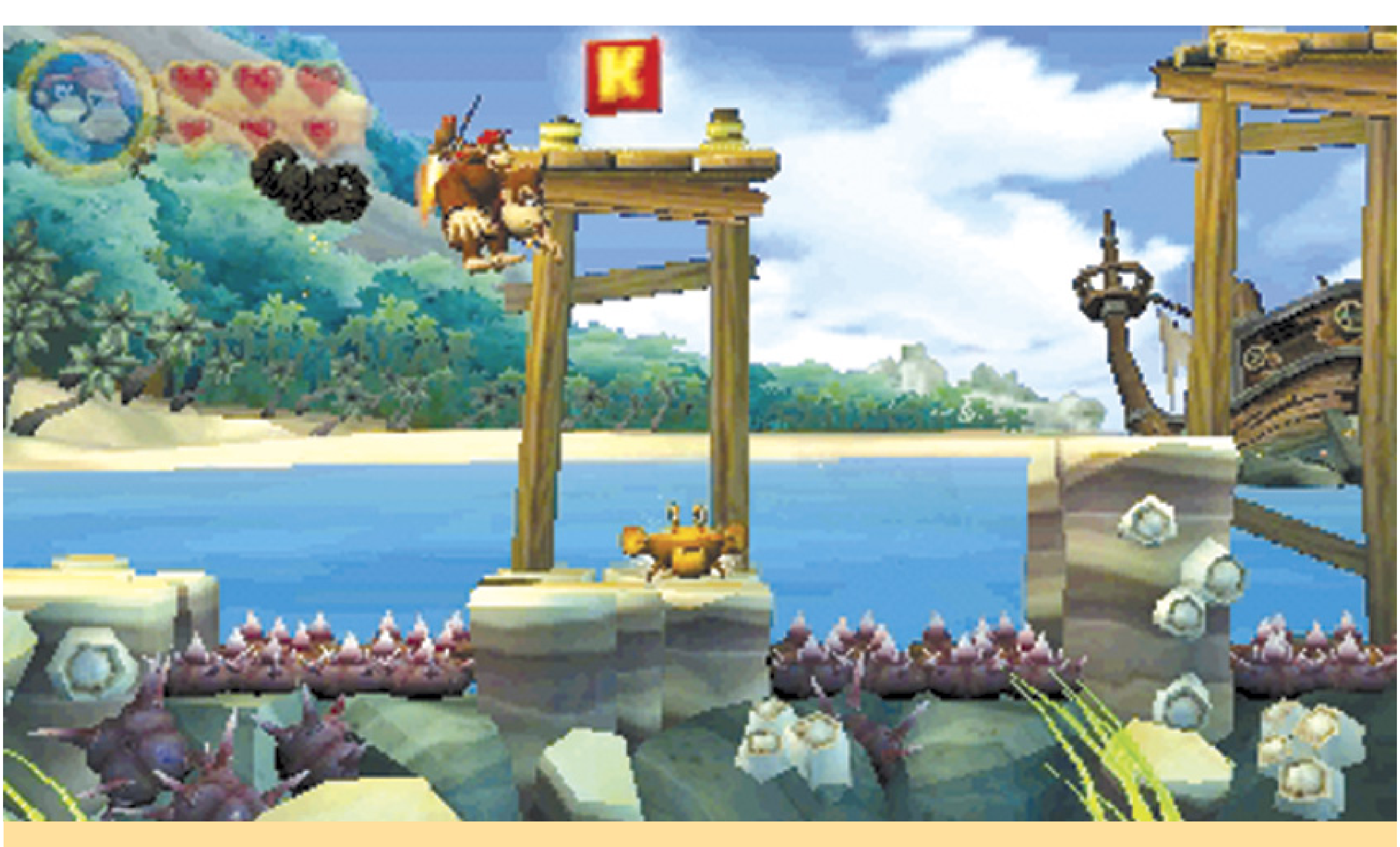
World 2

Poppin' Planks

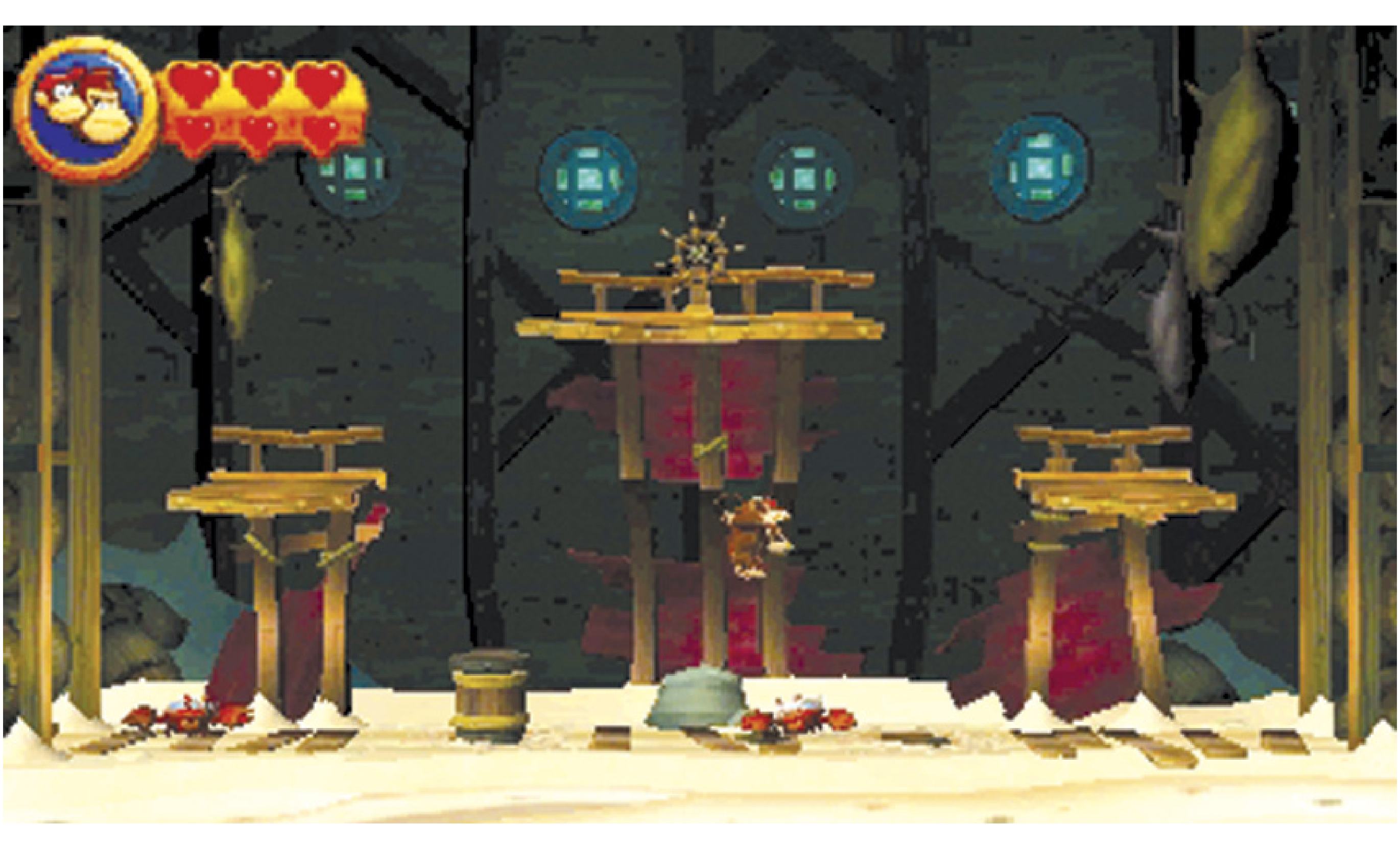




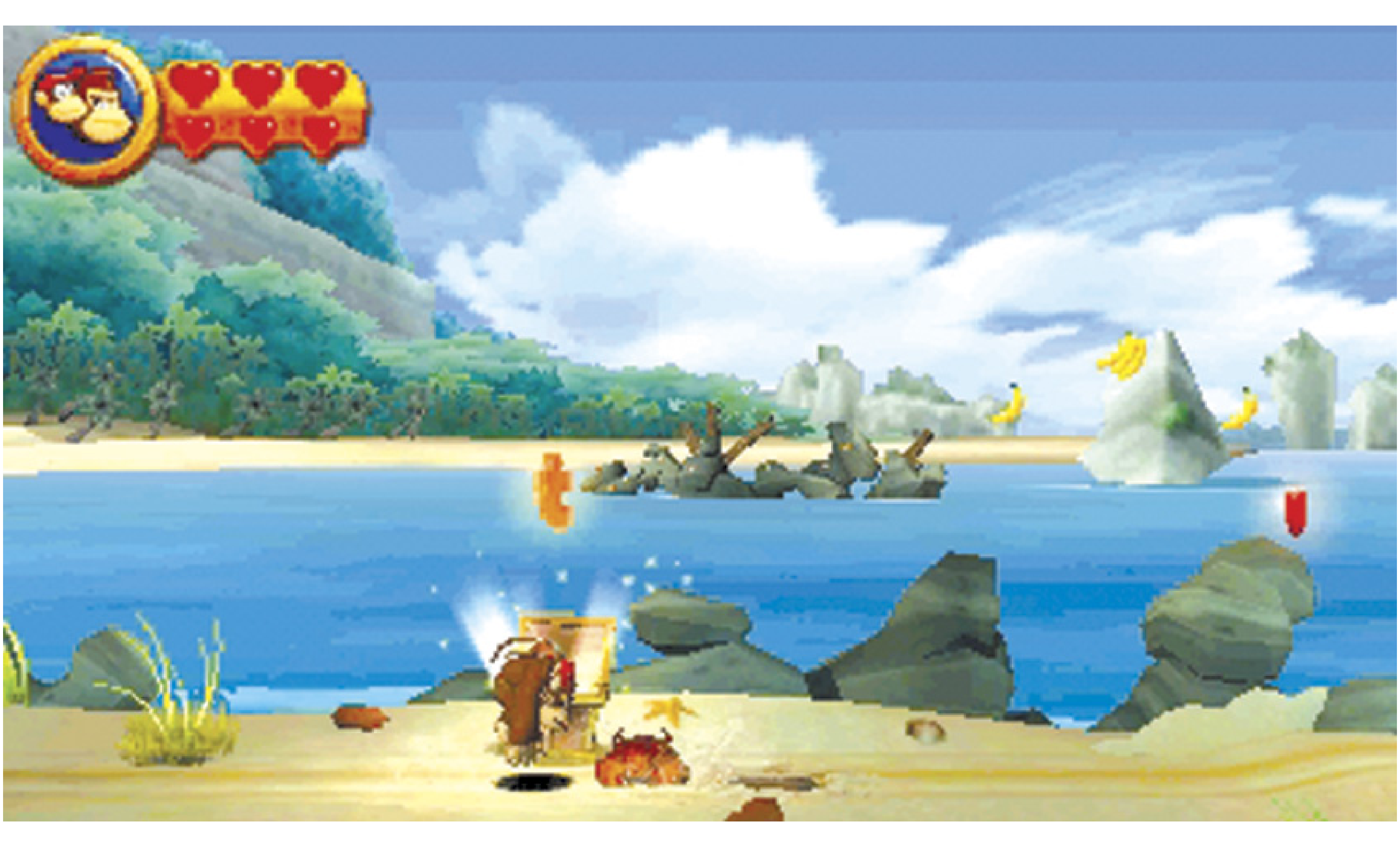
① This first Puzzle Piece is located near the start. Move to the right until you pass under a couple platforms. Pound on a piling to drive it into the ground and force another piling to rise out of the sand to the left. Use this piling to jump to the first platform and then on to the second. From there, jump off to the left to get the Puzzle Piece.



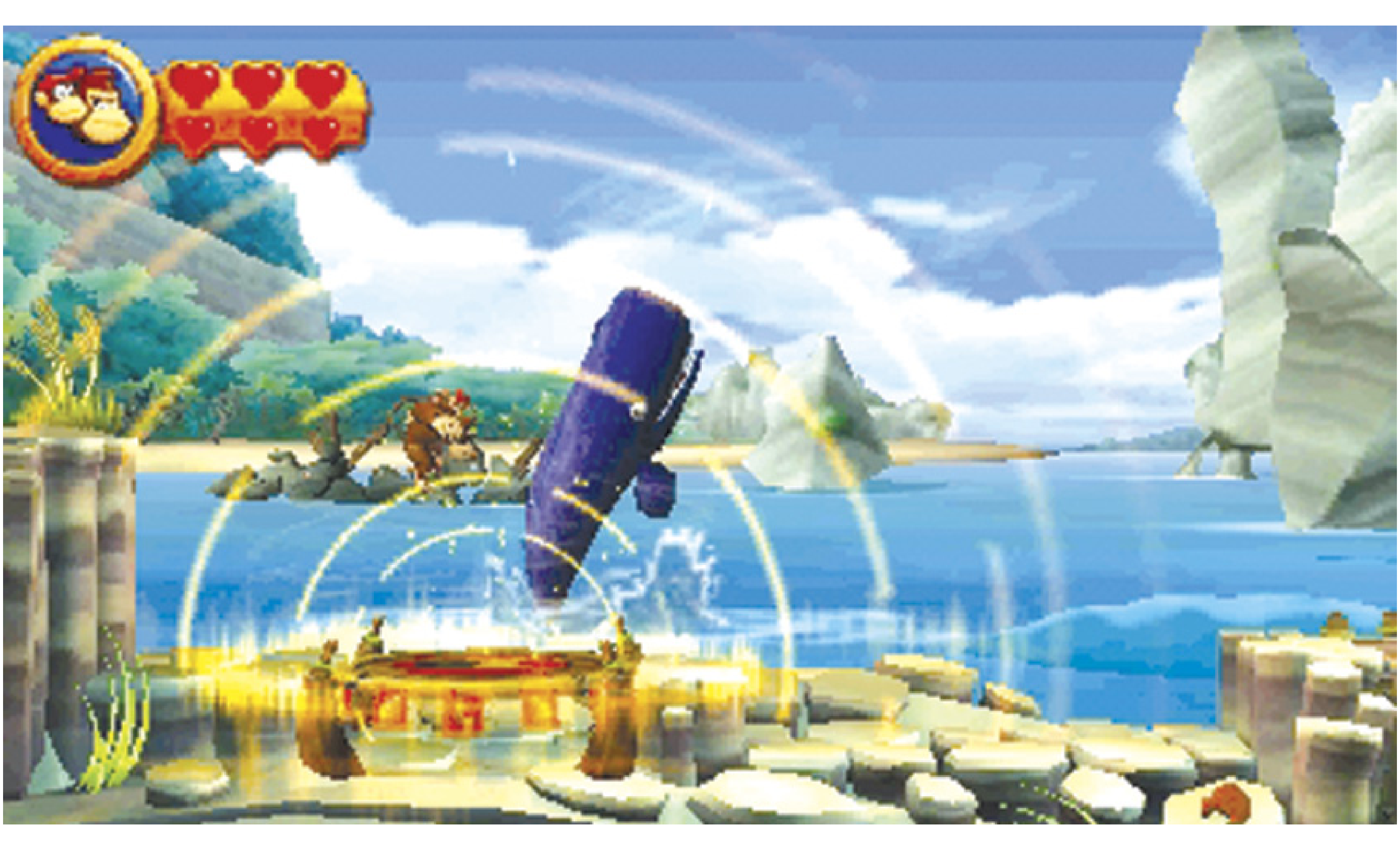
② K The first K-O-N-G KONG letter is located up on a platform by some spiky shells. Pick up Diddy Kong from a DK Barrel and then jump over two patches of the spiky shells and onto a narrow, raised stone. From there, jump up and to the left to collect the K KONG letter. Jump over to the right and collect a couple coins for your efforts. When you jump down, pound the ground in front of the treasure chest to get a balloon.



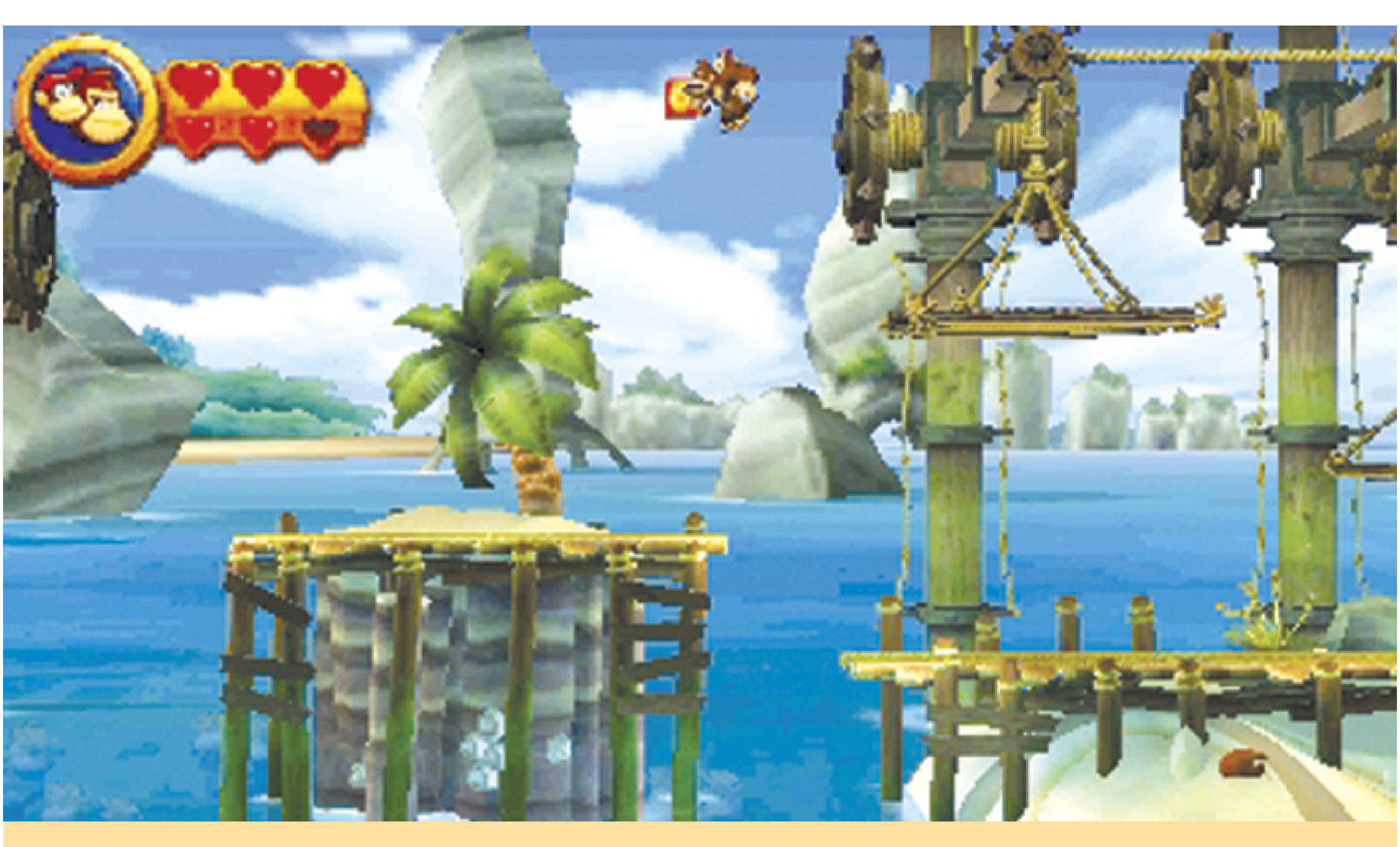
③ Pound the next piling. As it goes down, another comes up along with a barrel. Jump into the barrel to shoot yourself over to a shipwreck where a bonus area is located. Jump down from the top platform and defeat both of the Pinchlys to cause a Puzzle Piece to appear. Then pound the pilings to get two hearts. To return to the main level, jump up to the barrel at the top.



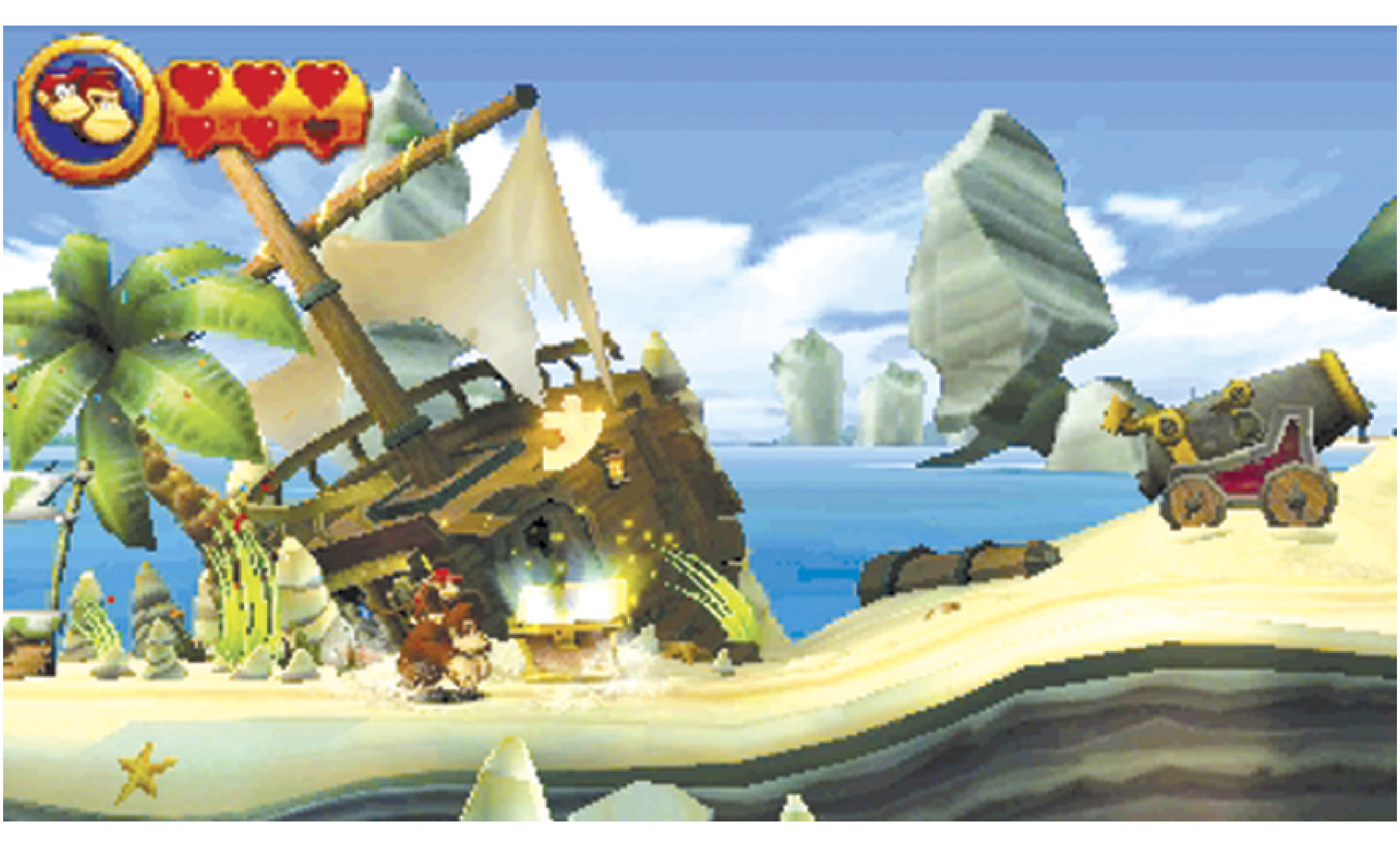
④ Pound a piling near a heart and a treasure chest will pop up from the sand. Pound the ground by the chest and a Puzzle Piece will fly out. Get it for your collection.



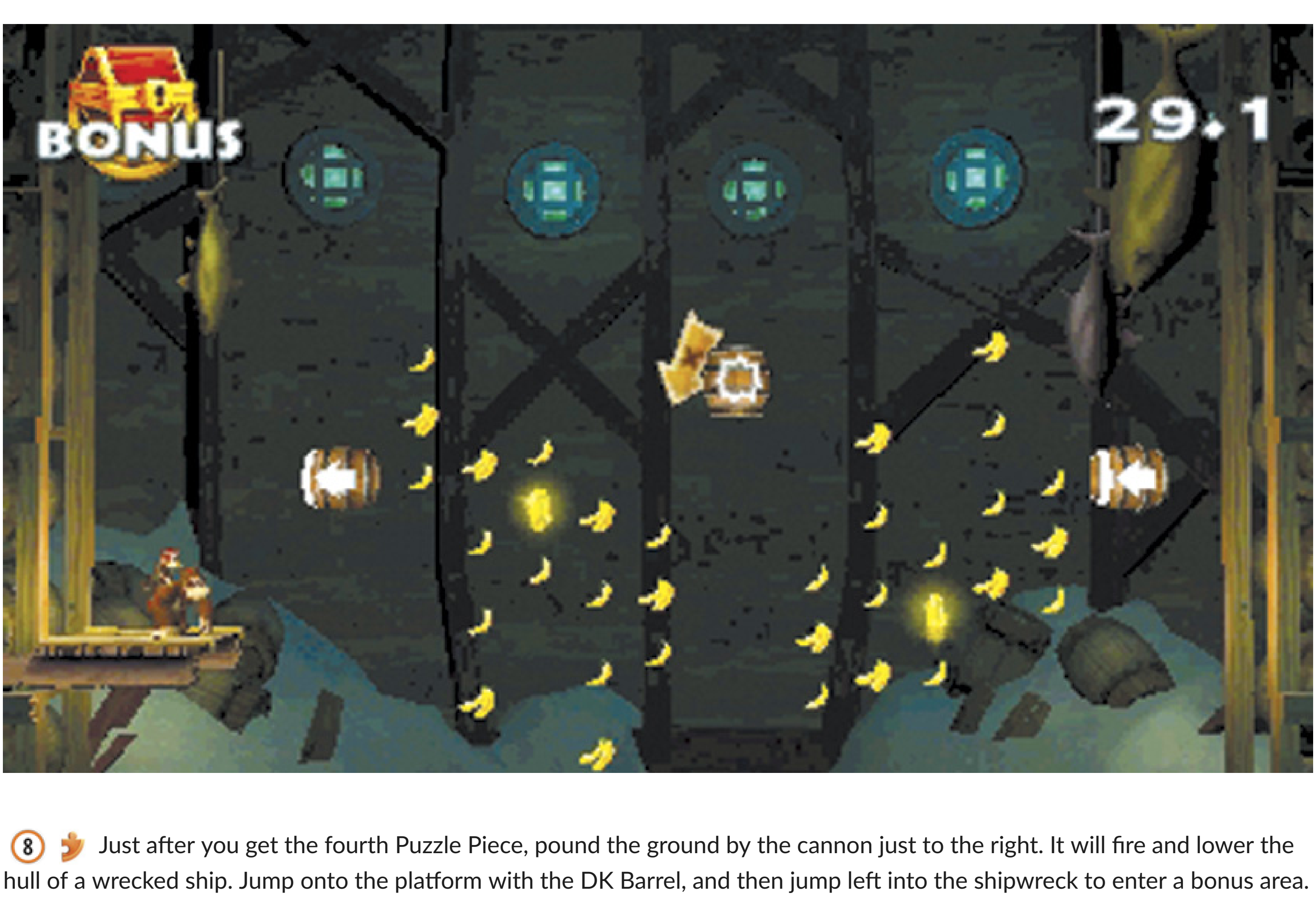
⑤ Pound a DK platform here, and a whale will breach the water and blow lots of bananas out onto the pier to the right. Quickly pick up as many as you can before they disappear.



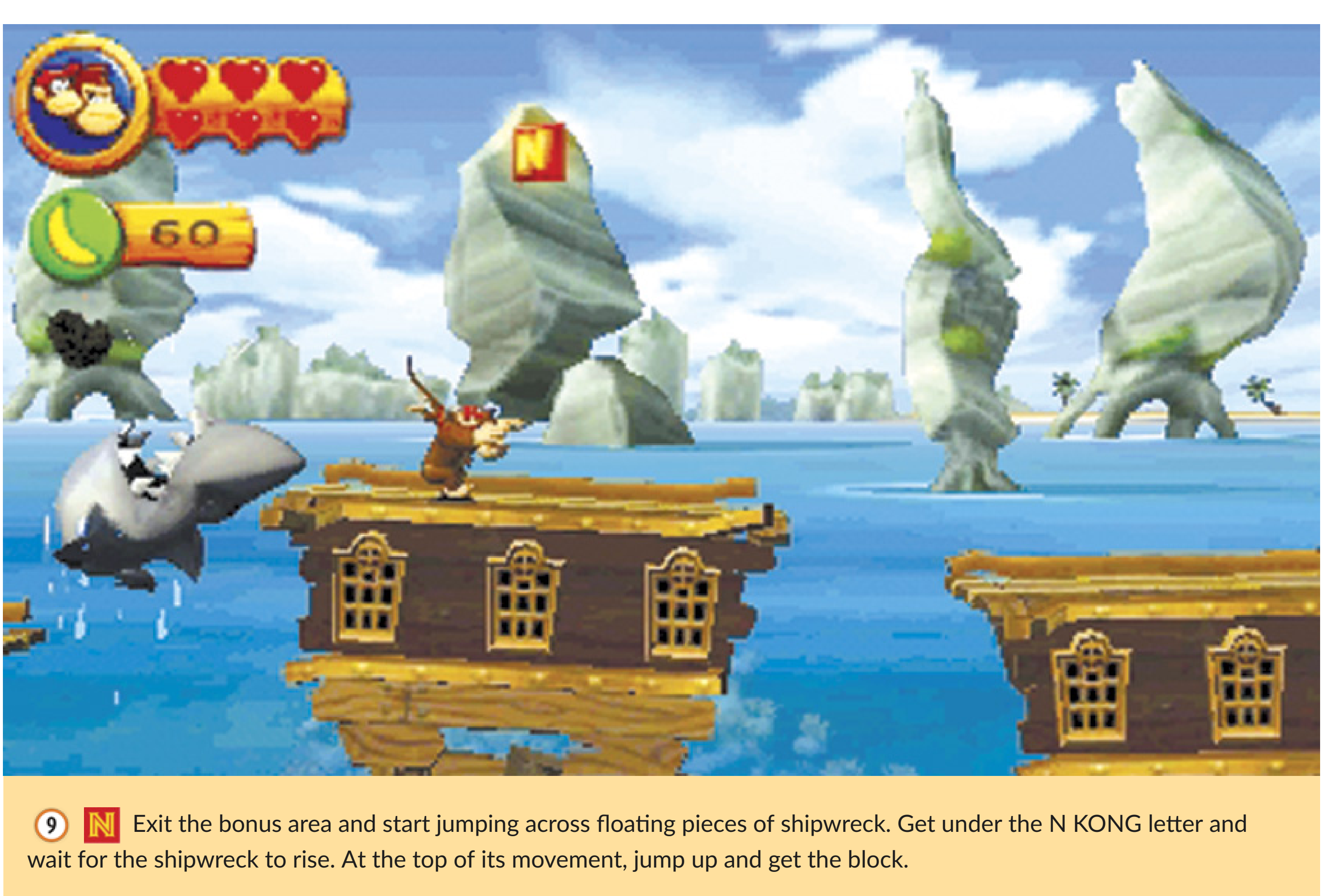
⑥ O To get the O KONG letter, you must pass under it and jump onto a platform suspended by rope. As you land on the platform, a Pinchly also drops onto it; this lowers your platform and raises the one on the right. Get rid of the Pinchly, then jump over to the right platform. As it lowers, jump back to the left as it goes higher, and quickly jump off to the left to get the O KONG letter.



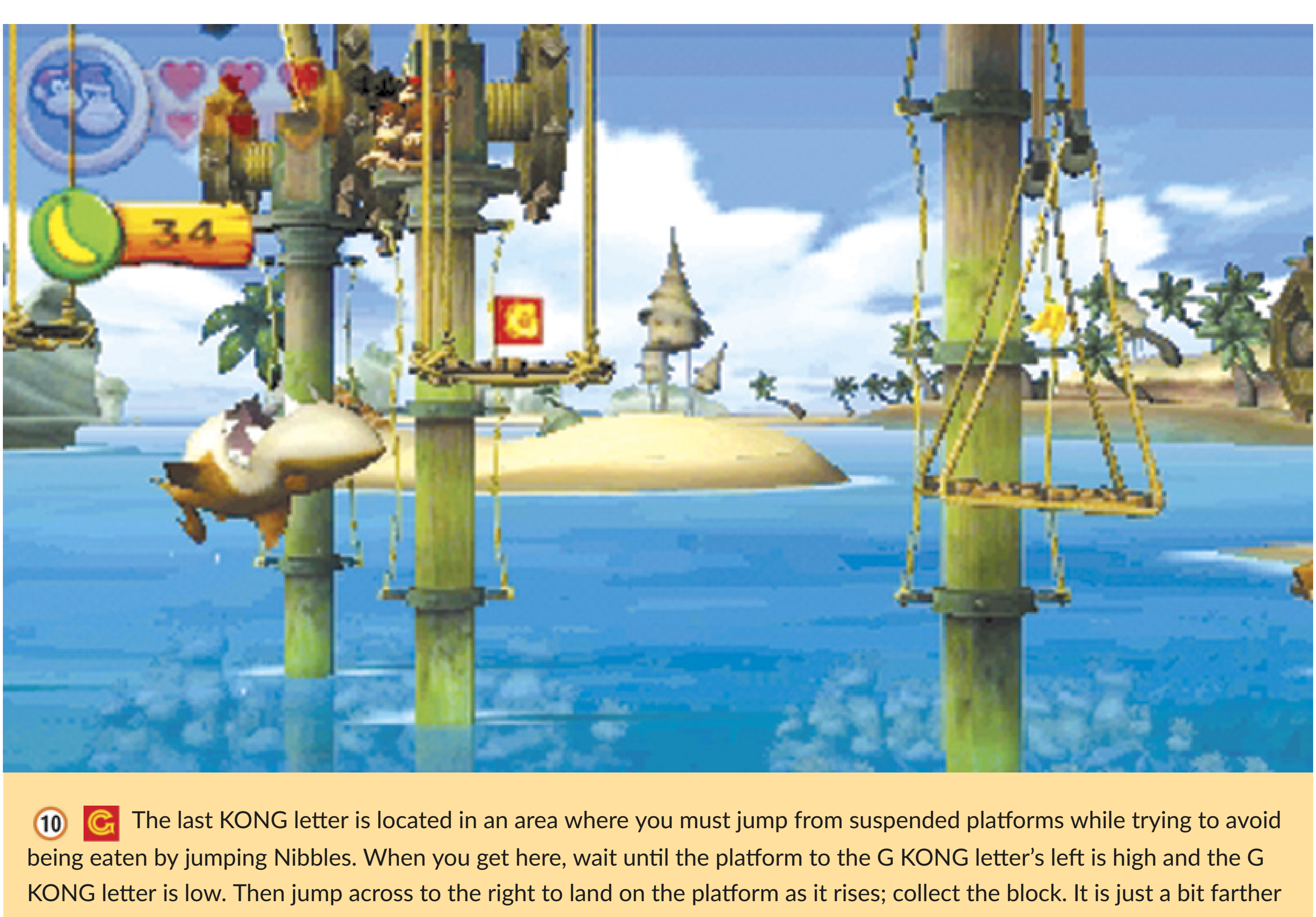
⑦ After passing by the checkpoint, pound the ground by a treasure chest to find another Puzzle Piece. Only one more to go!



⑧ Just after you get the fourth Puzzle Piece, pound the ground by the cannon just to the right. It will fire and lower the hull of a wrecked ship. Jump onto the platform with the DK Barrel, and then jump left into the shipwreck to enter a bonus area. In this area, you shoot back and forth from two barrels to collect lots of bananas and a couple coins. Don't hit the barrel in the middle or you will exit the area. Clear all the items before the timer runs out and you will be rewarded with a Puzzle Piece.



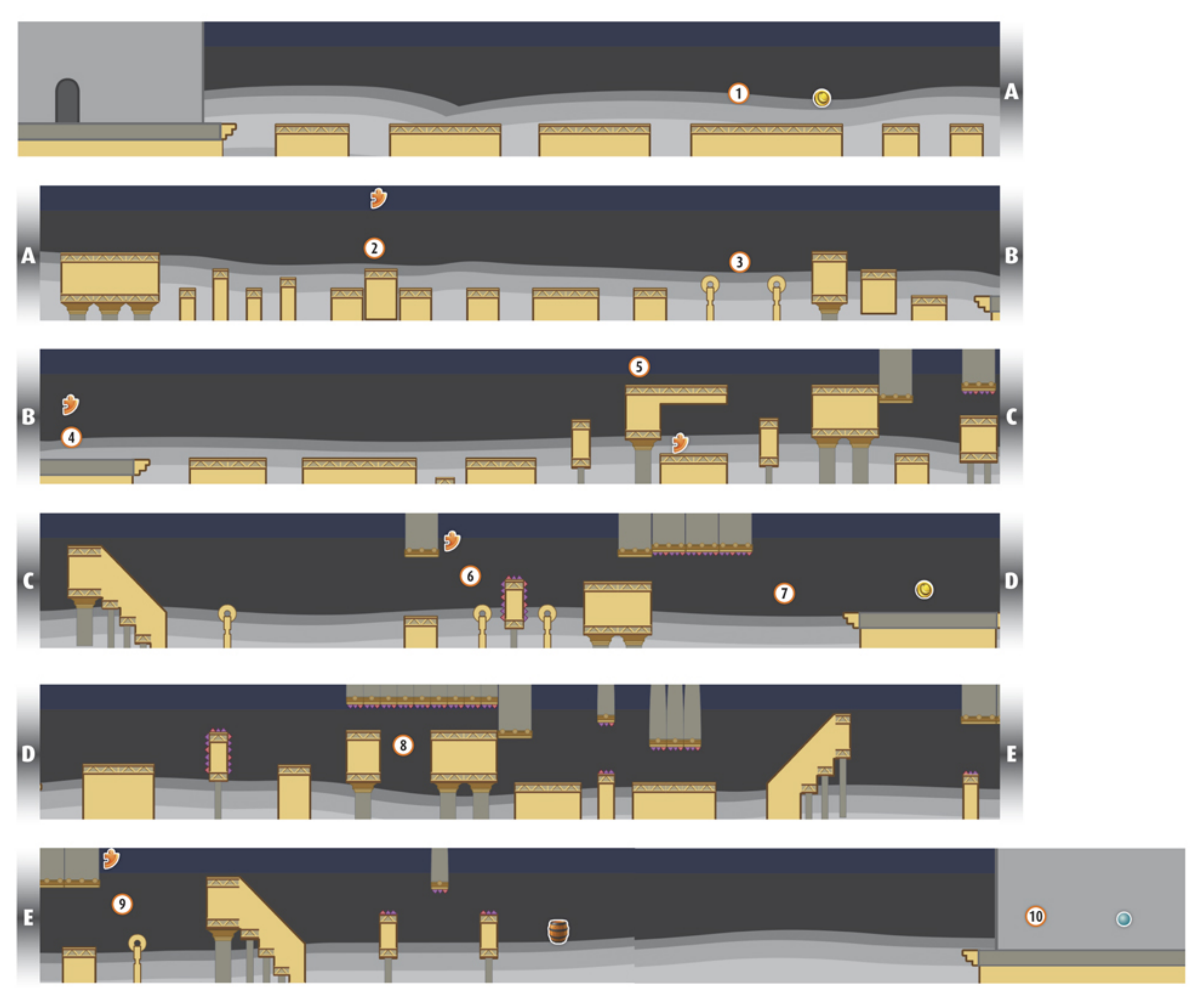
⑨ N Exit the bonus area and start jumping across floating pieces of shipwreck. Get under the N KONG letter and wait for the shipwreck to rise. At the top of its movement, jump up and get the block.

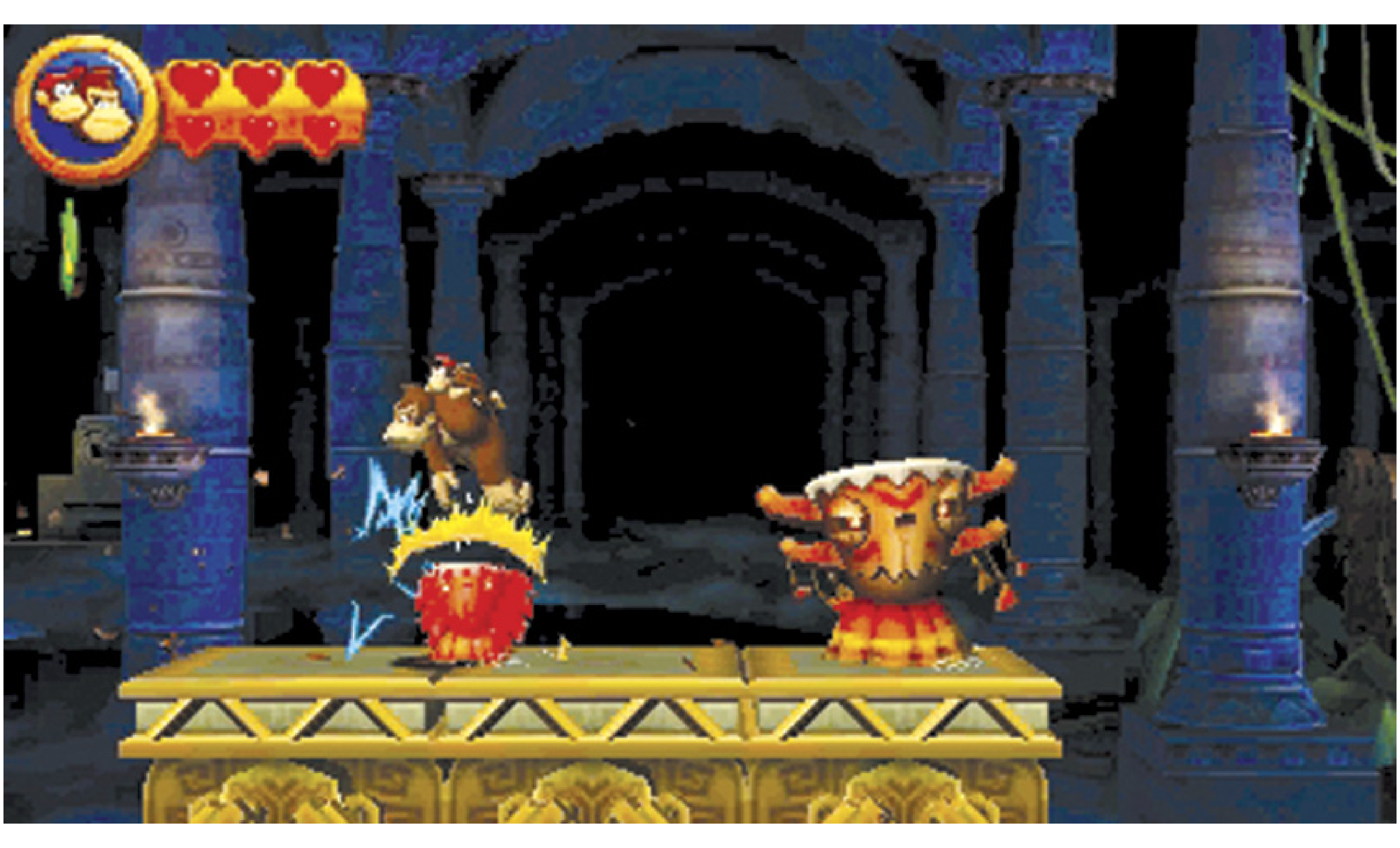


⑩ G The last KONG letter is located in an area where you must jump from suspended platforms while trying to avoid being eaten by jumping Nibbles. When you get here, wait until the platform to the G KONG letter's left is high and the G KONG letter is low. Then jump across to the right to land on the platform as it rises; collect the block. It is just a bit farther to the Slot-Machine Barrel where you can complete the level.

World 1

Platform Panic

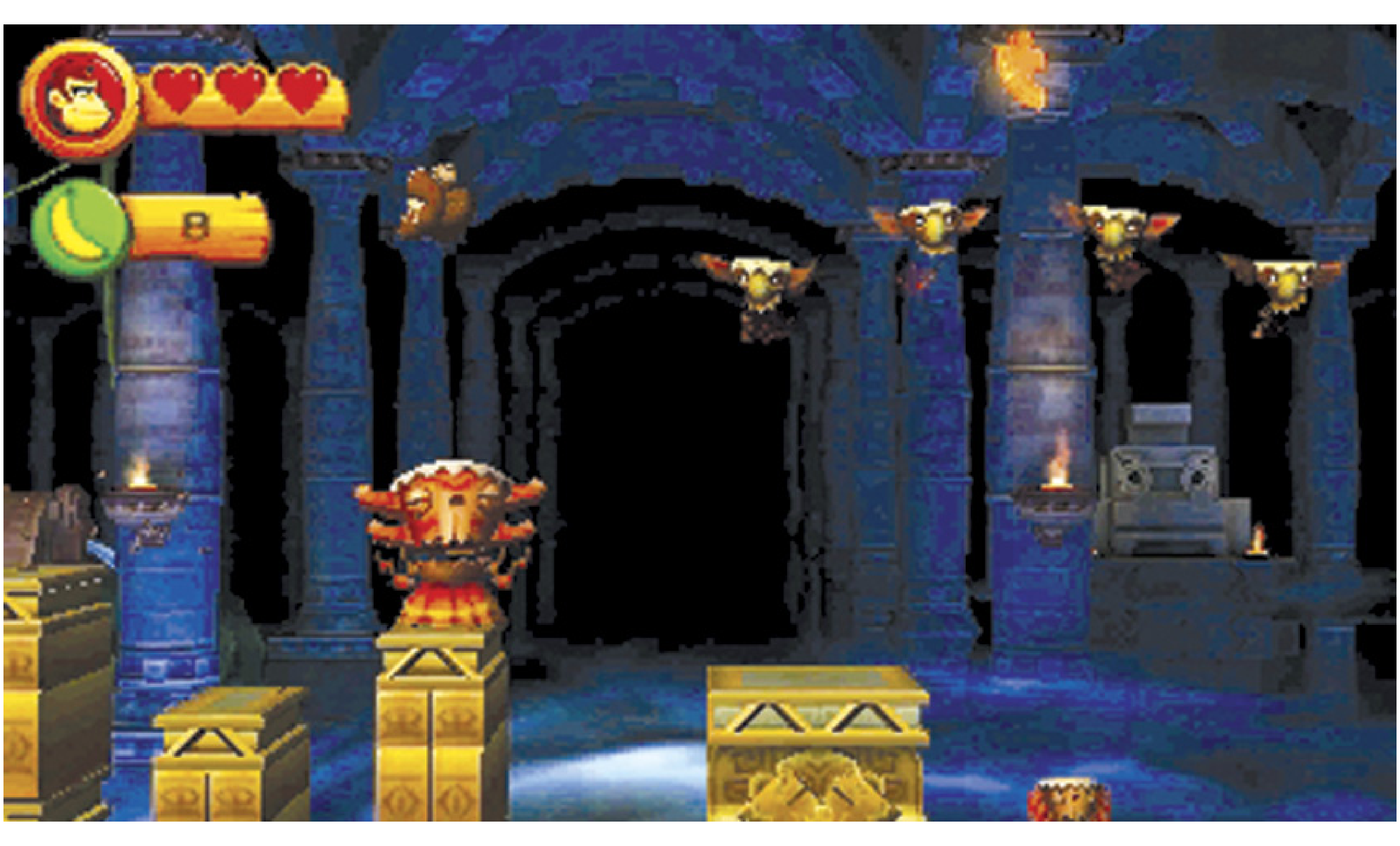




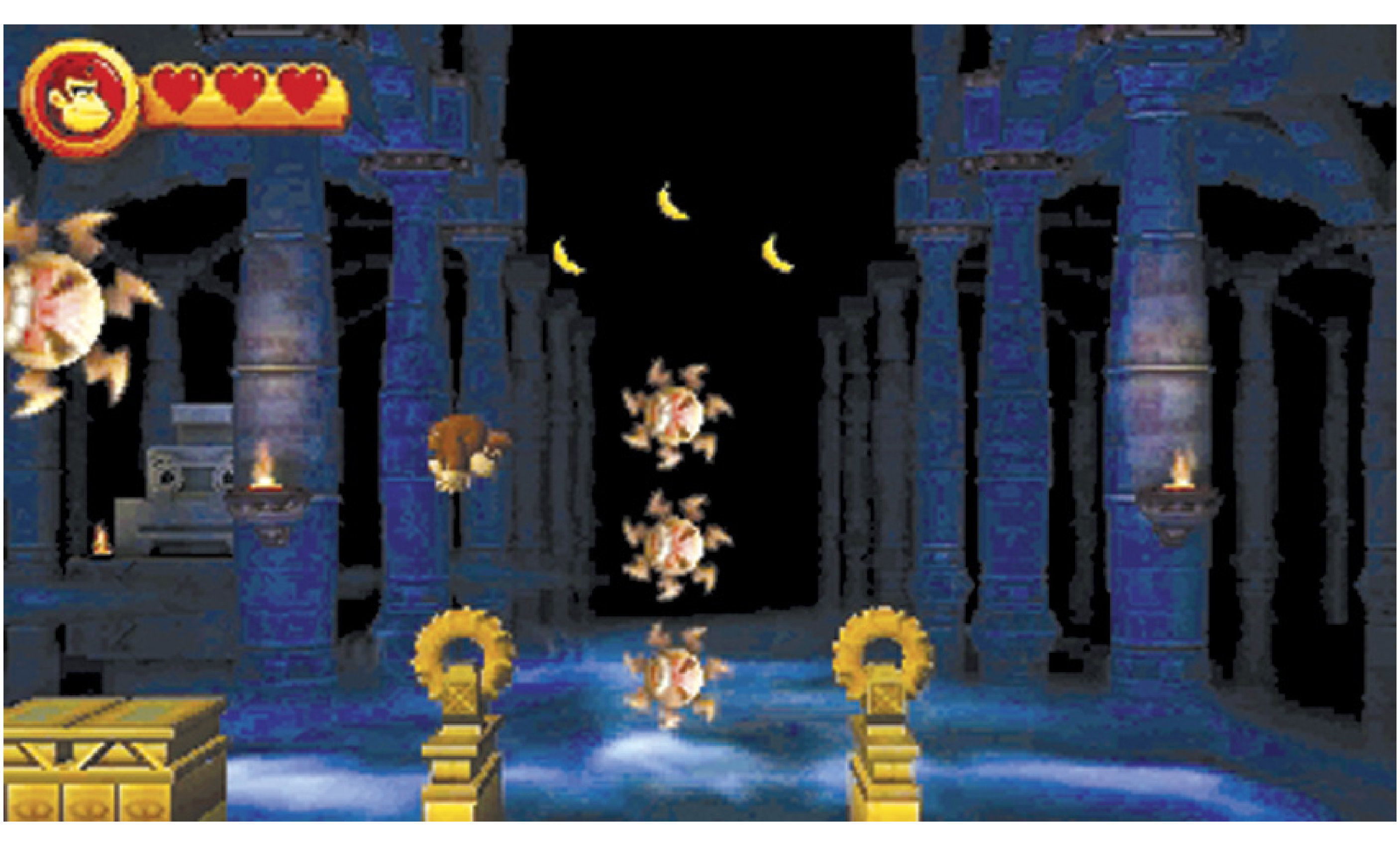
① This level is tough, because as soon as you touch a platform block, it will start to shake and then fall away. In addition, the blocks do not appear and drop into place until you advance. Therefore, you need to keep moving, and you have to decide what to do without much time to think ahead.

Note

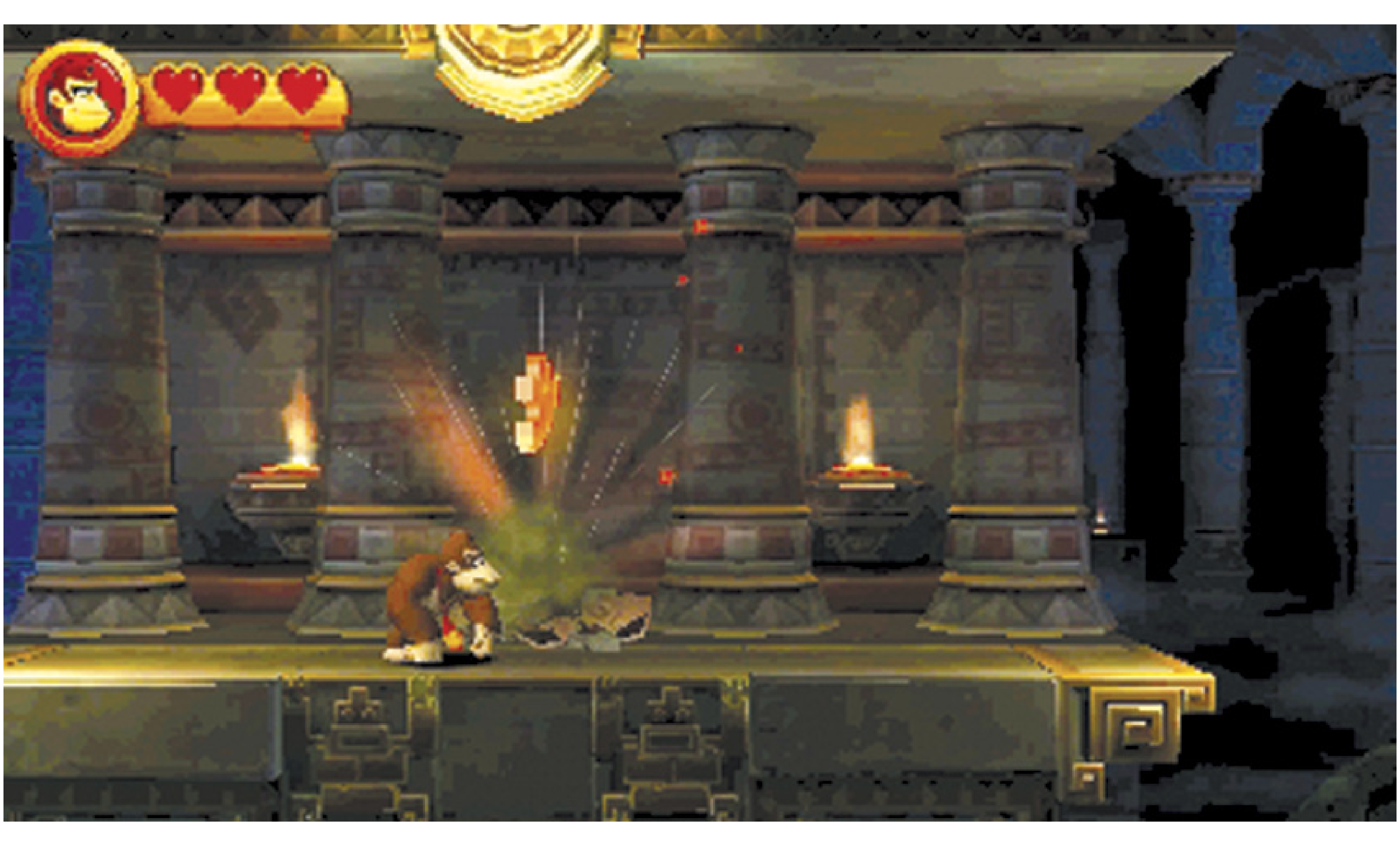
The temple levels contain Puzzle Pieces. However, they do not have any K-O-N-G letters. These levels are very challenging, and you have no checkpoints, so if you fall or lose a life, you must begin again at the start of the level.



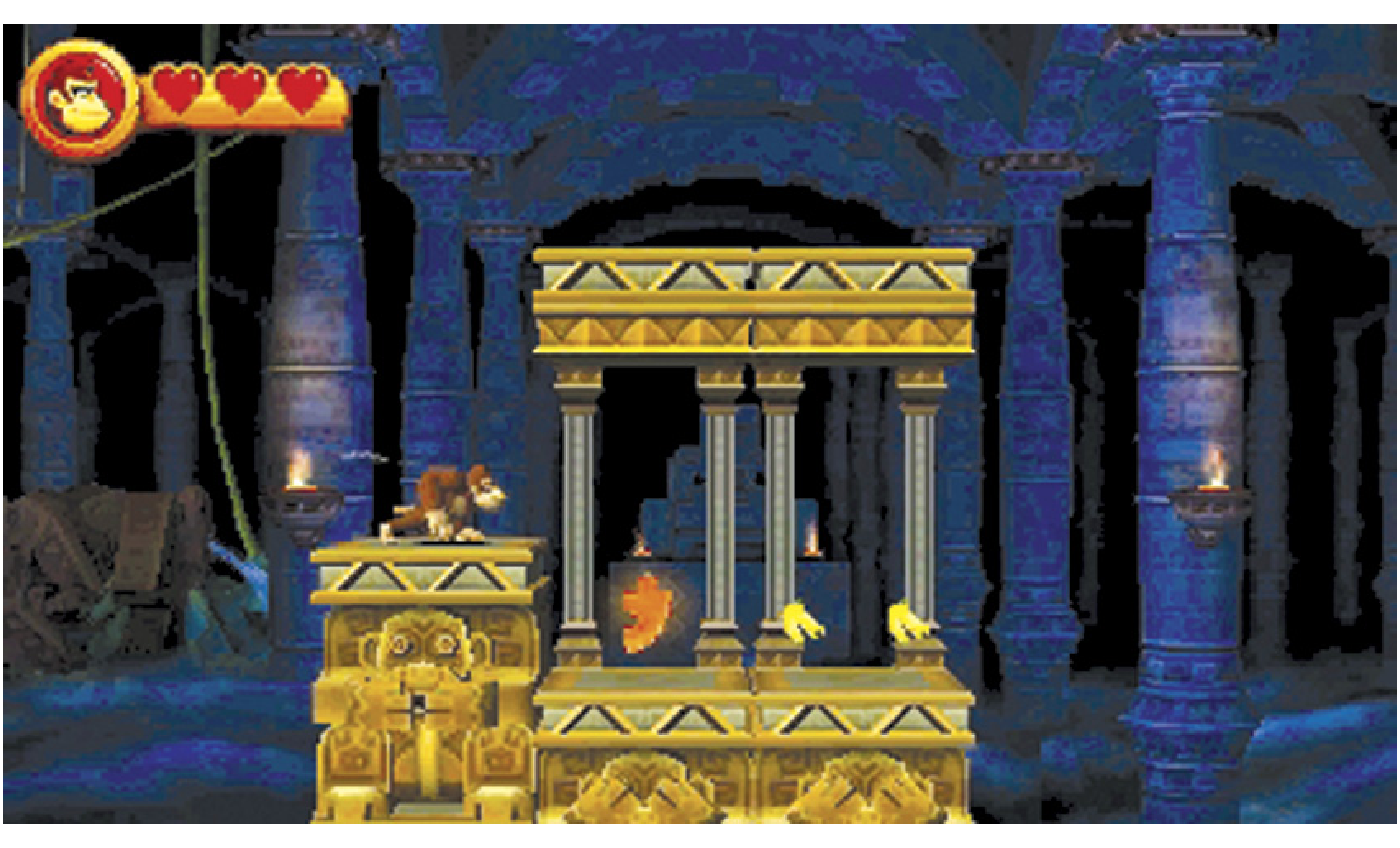
② The first Puzzle Piece is floating high up in the air. To get it, bounce off of a Tiki Doom and then make your way across some Tiki Buzzes to get high enough to get the Puzzle Piece. Then drop down onto the next platform and prepare to dodge Tiki Zings.



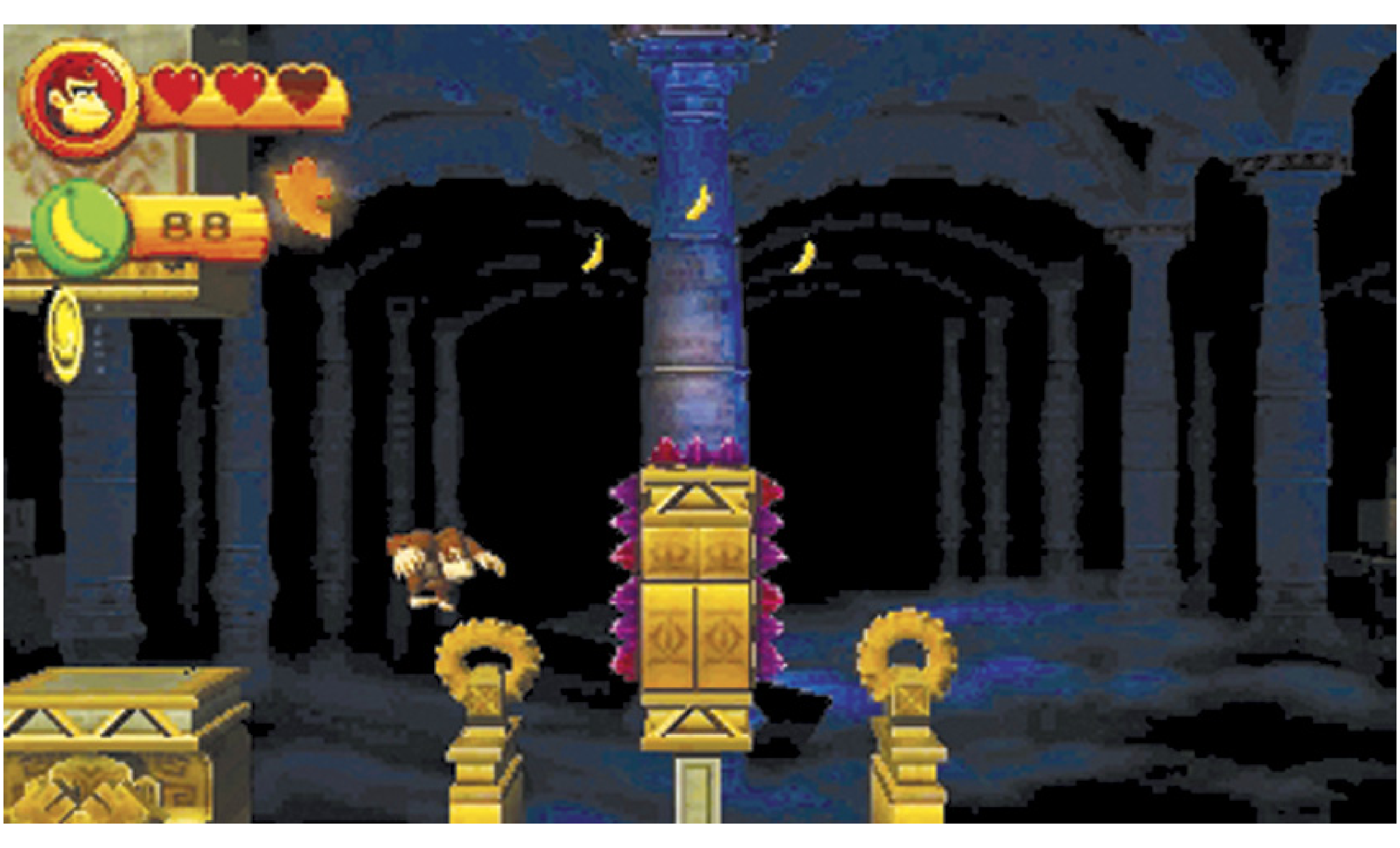
③ Within the level, you find blocks with golden tires on them. Jump on these tires for extra height when you jump. Like all of the blocks in this level, they will fall away shortly after you touch them, so you get one good jump on each.



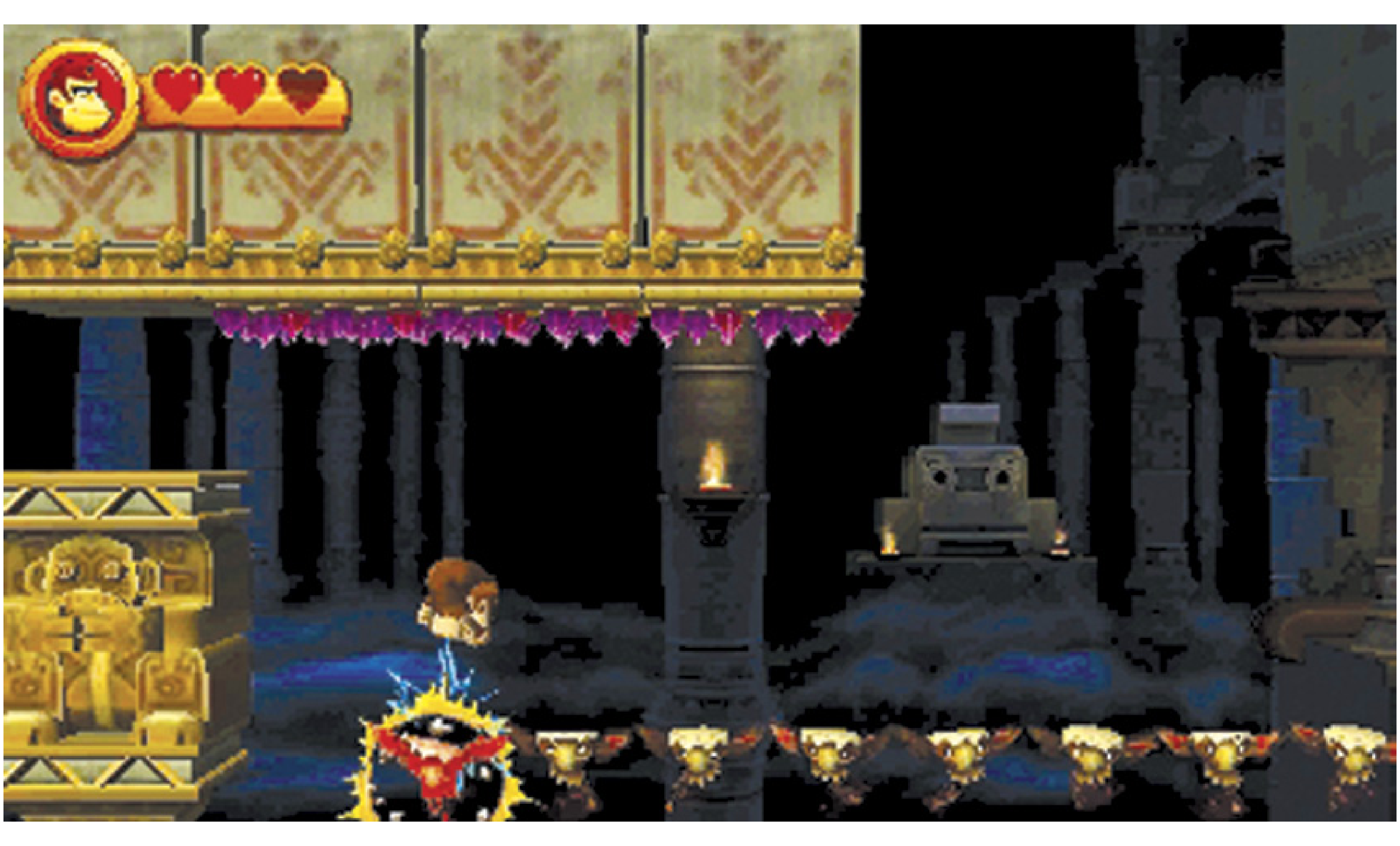
④ When you reach these alcoves, you can take a break. The platforms here do not drop. Pound the container here and get the second Puzzle Piece.



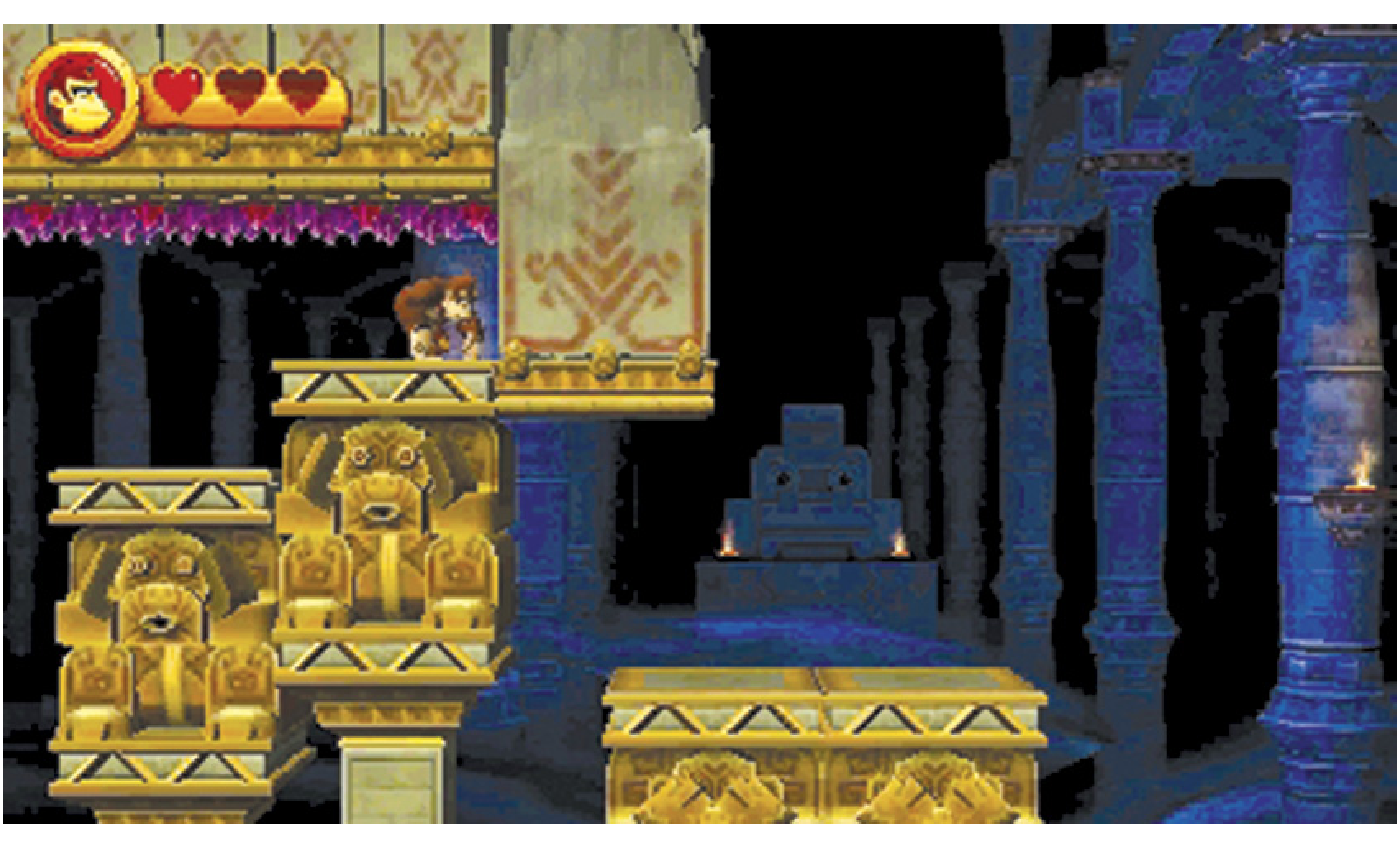
⑤ The next Puzzle Piece is located under a platform. However, if you jump on the platforms above the Puzzle Piece, the platforms will drop away. Therefore, stand on the platform to the left of the Puzzle Piece. As it falls down, jump across to the Puzzle Piece while staying under the upper platform. Quickly move right so you don't fall with the blocks.



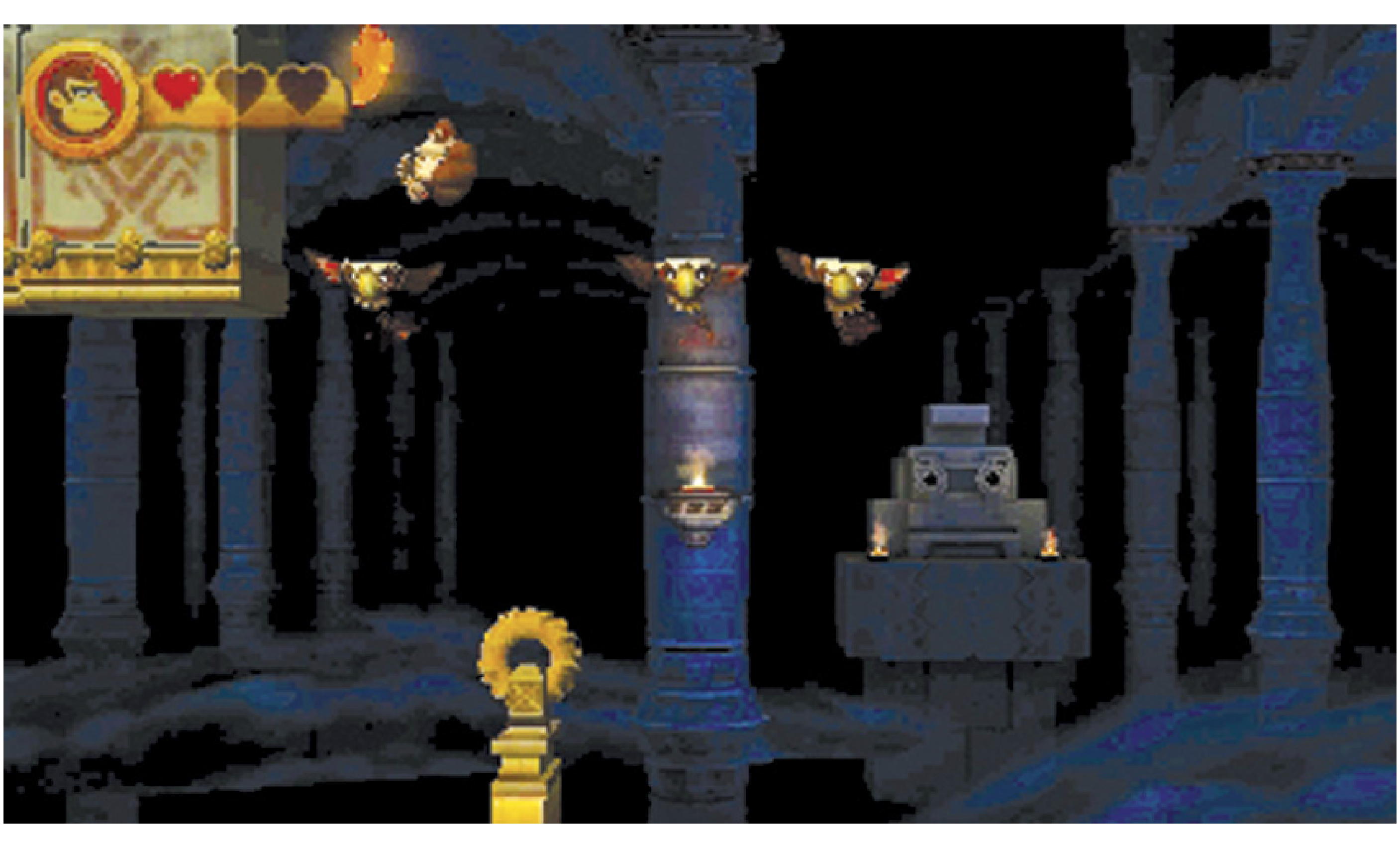
⑥ This Puzzle Piece is tough to get. If you are fast, you can jump off the golden tire to get the Puzzle Piece; then drop back onto it to jump again to the next tire before the first falls away. Another way to get it is to jump up the row of Tiki Buzzes to the left of this spot. Get on top of the block to the Puzzle Piece's left. As it drops, jump across to get the Puzzle Piece and land on the tire.



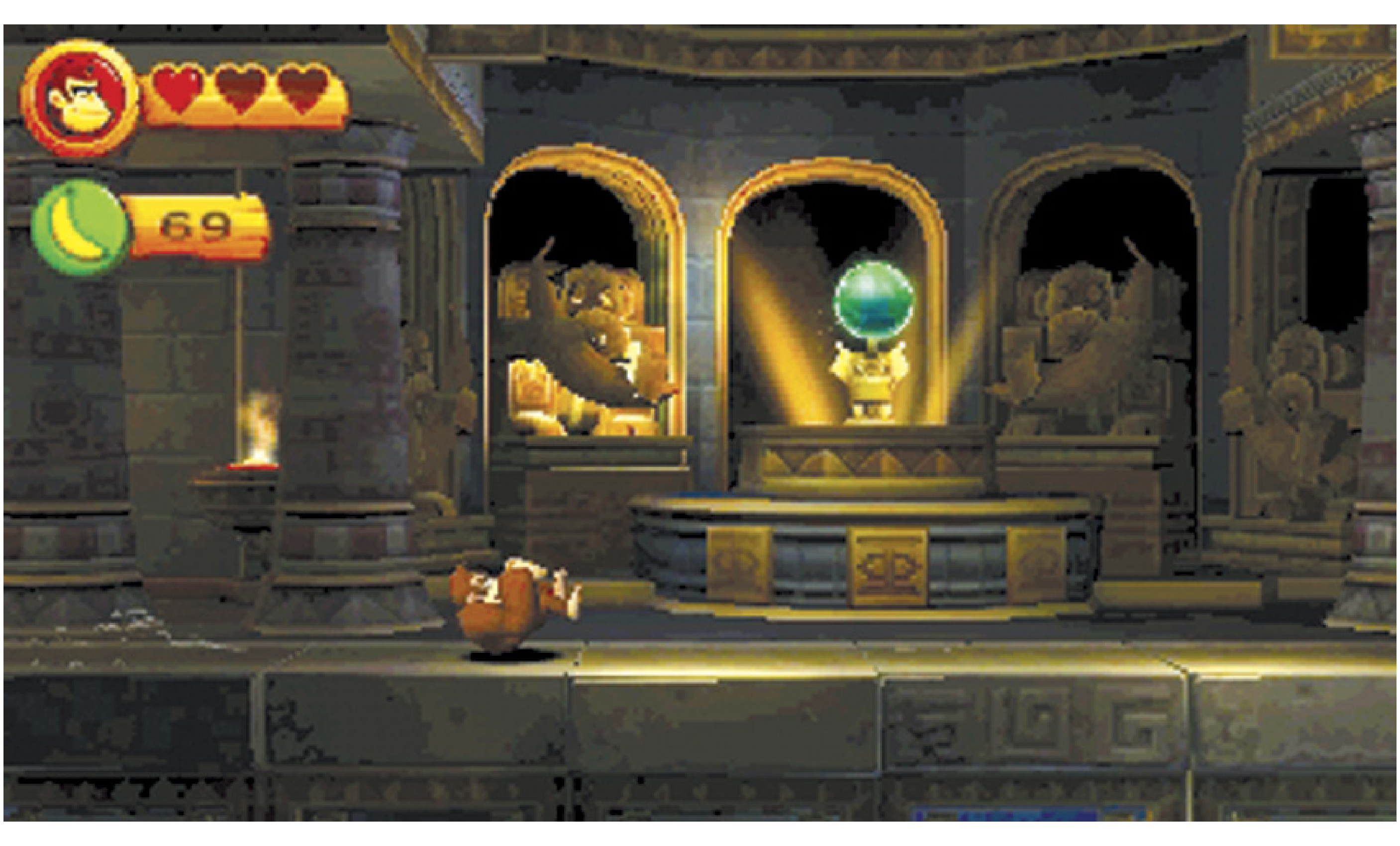
⑦ As you cross over these Tiki Buzzes, jump onto each one. After you hit the third one, you will get a coin every time you hit an additional one. Plus, if you get them all, you are rewarded with a balloon.



⑧ One of the most dangerous parts of this level are the spikes. At this spot, you must jump off a Tiki Buzz to get up to the ledge; do not jump too high or you will hit the spikes.



⑨ The last Puzzle Piece requires you to jump off a golden tire. Get the Puzzle Piece and then jump off the Tiki Buzz directly beneath it. Use it to bounce across to the Tiki Buzzes to the right and from there to the next platform.

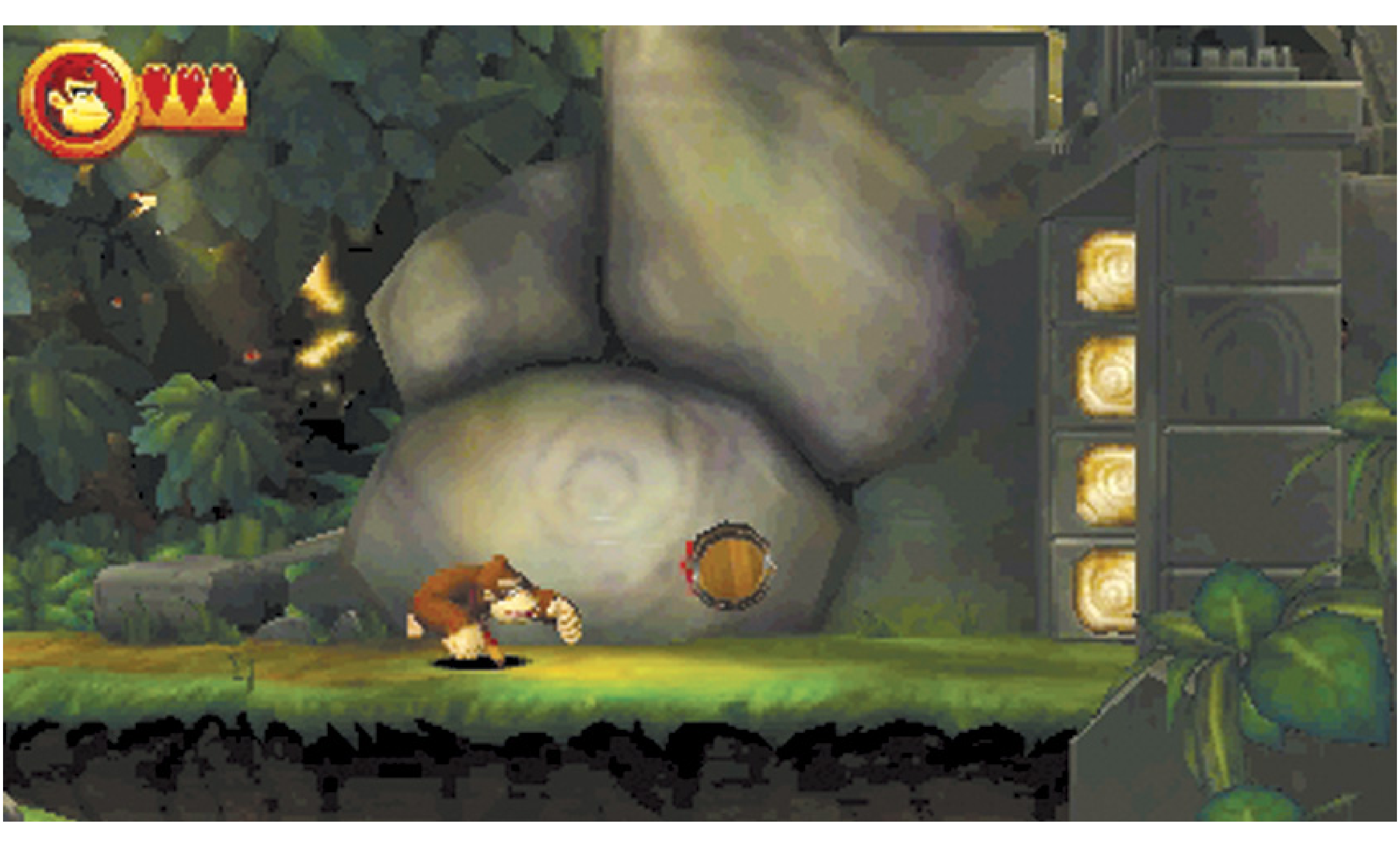


⑩ At the level's end, walk toward the org and you will add it to your collection. There are eight orgs that you can collect. Finish the remaining seven temple levels to complete your collection.

World 1

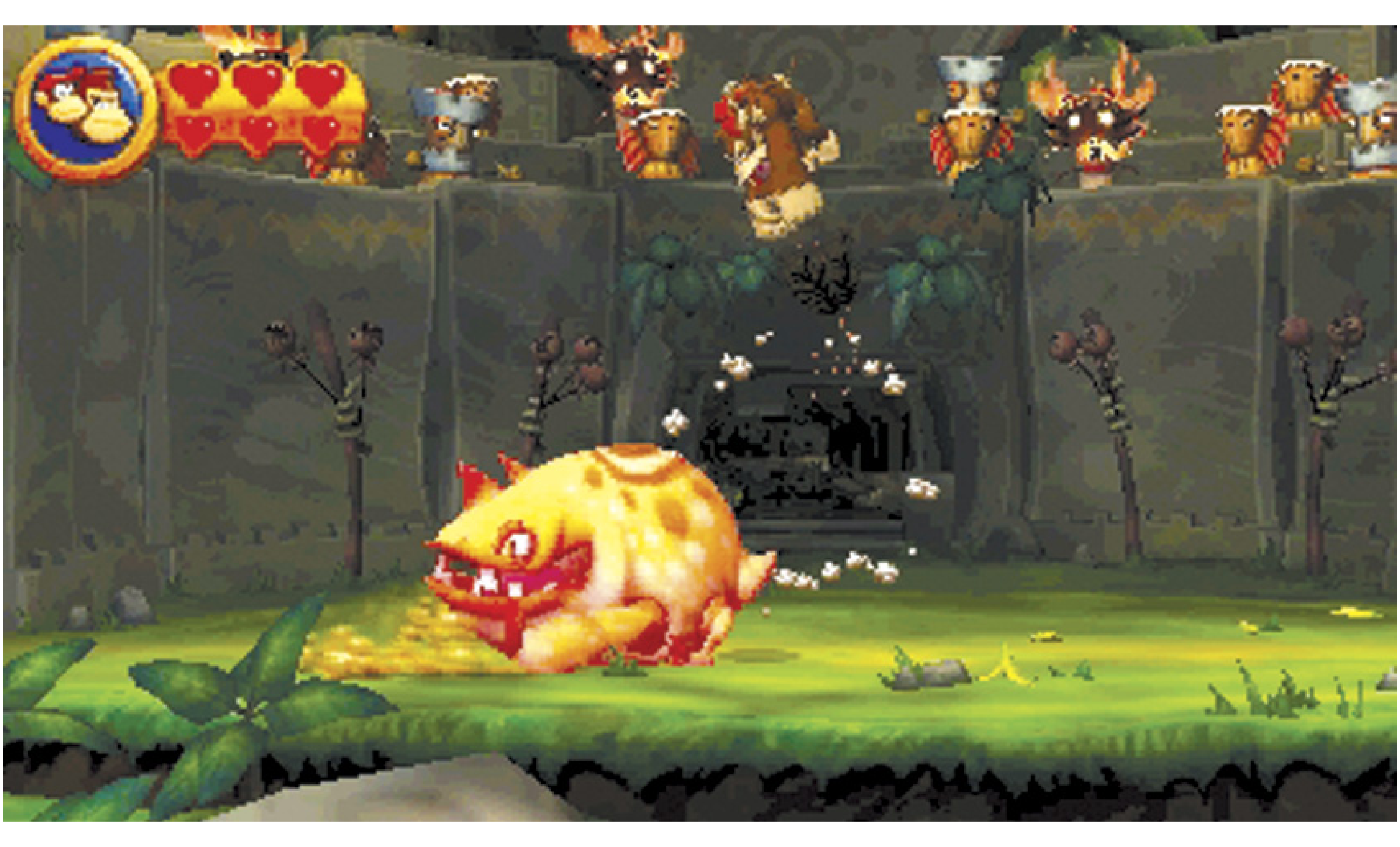
Mugly's Mound

After you complete the levels within a world, it is time to face off against the boss. These are usually large creatures native to the world the Tikis have taken over to try to stop Donkey Kong. This is a duel to complete one world and unlock the next one.

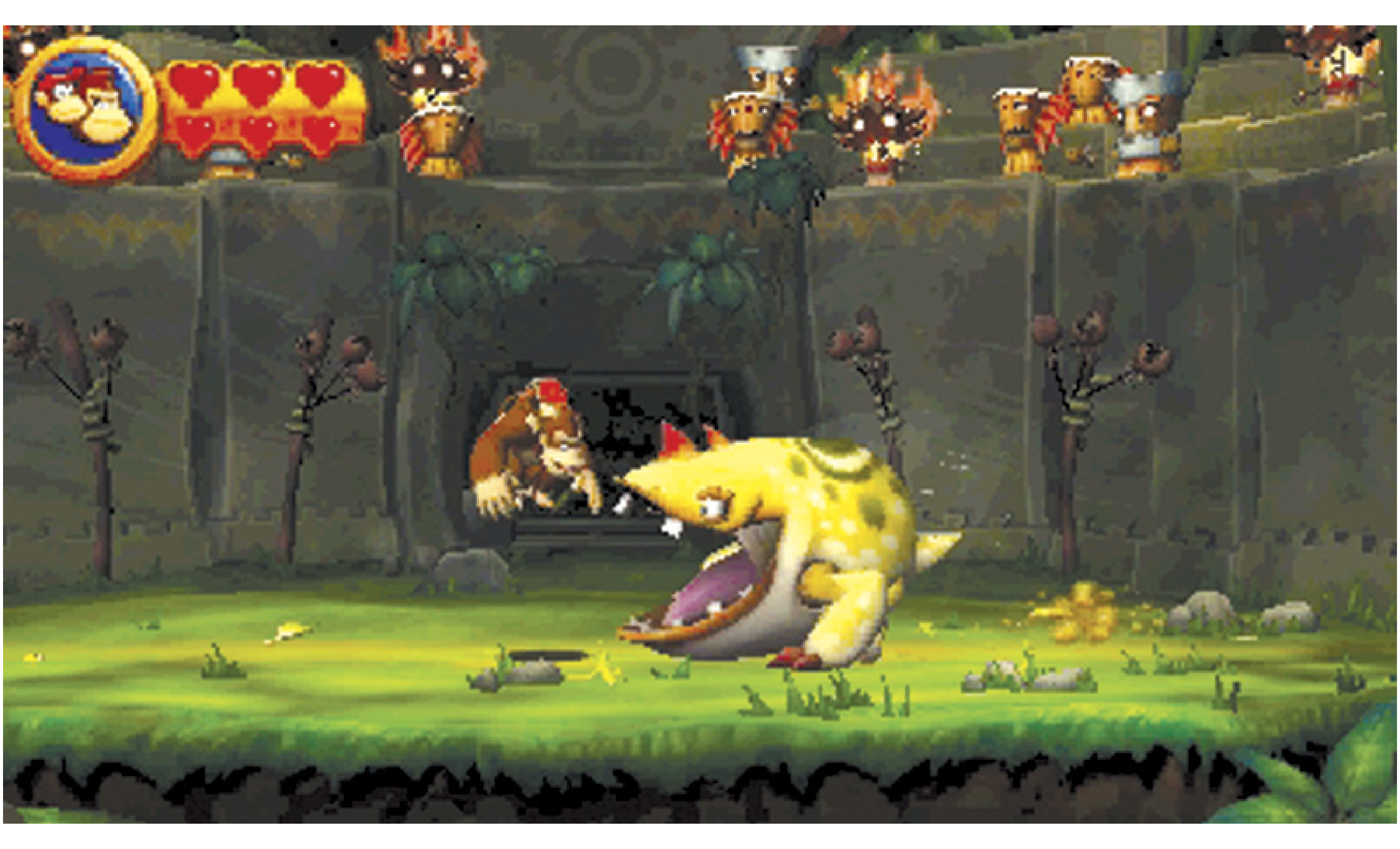


When Donkey Kong arrives at the boss level, be sure to grab Diddy Kong from the DK Barrel if you do not already have him. His Barrel Jet will come in handy, and the two additional hearts he provides will help out a lot since these boss battles can be dangerous.

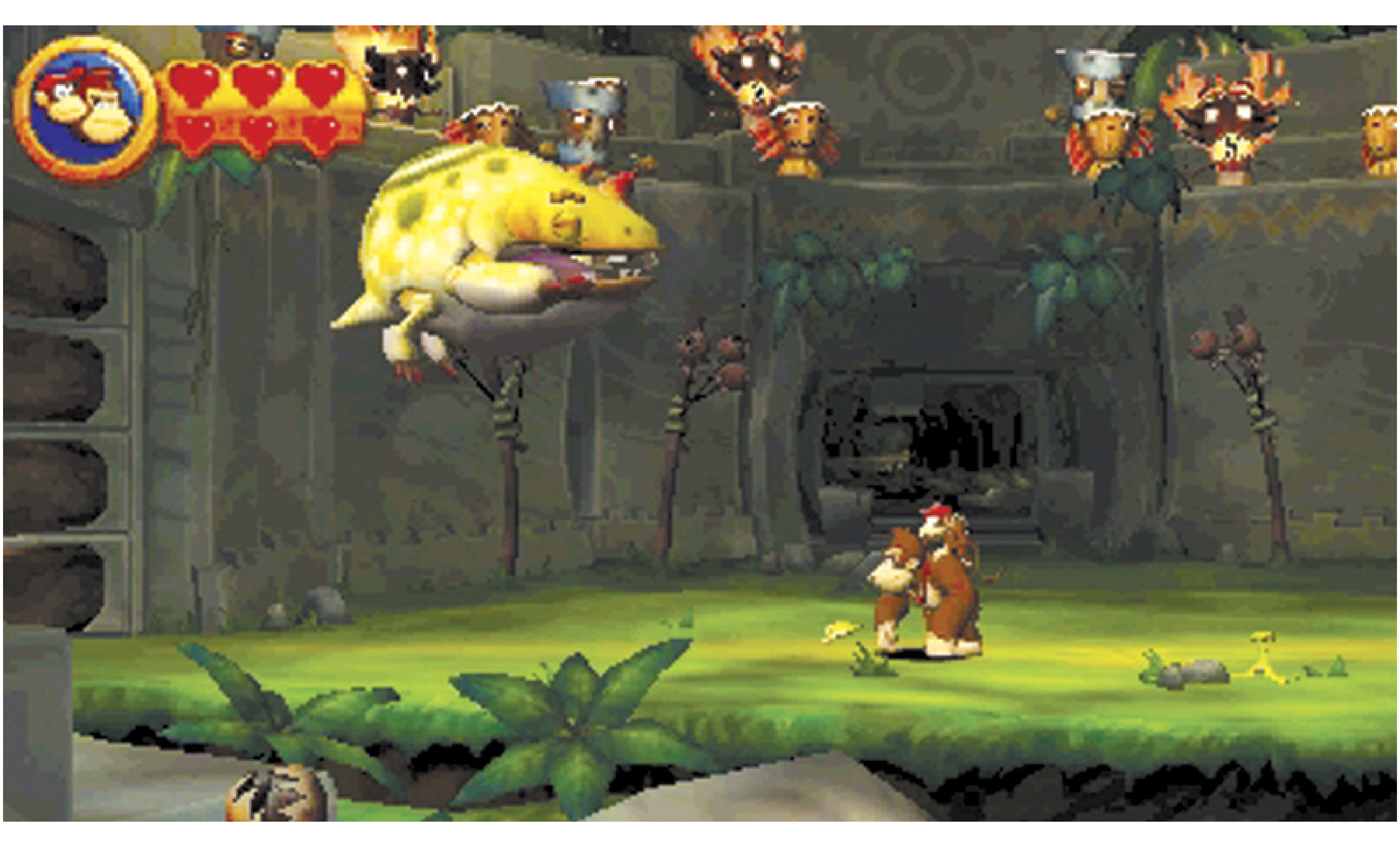
Mugly is normally a peaceful creature, happy to eat his bananas. However, once the Tiki takes over, Mugly turns into a major threat. He grows spikes along his head and back and acquires a hunger for gorillas.



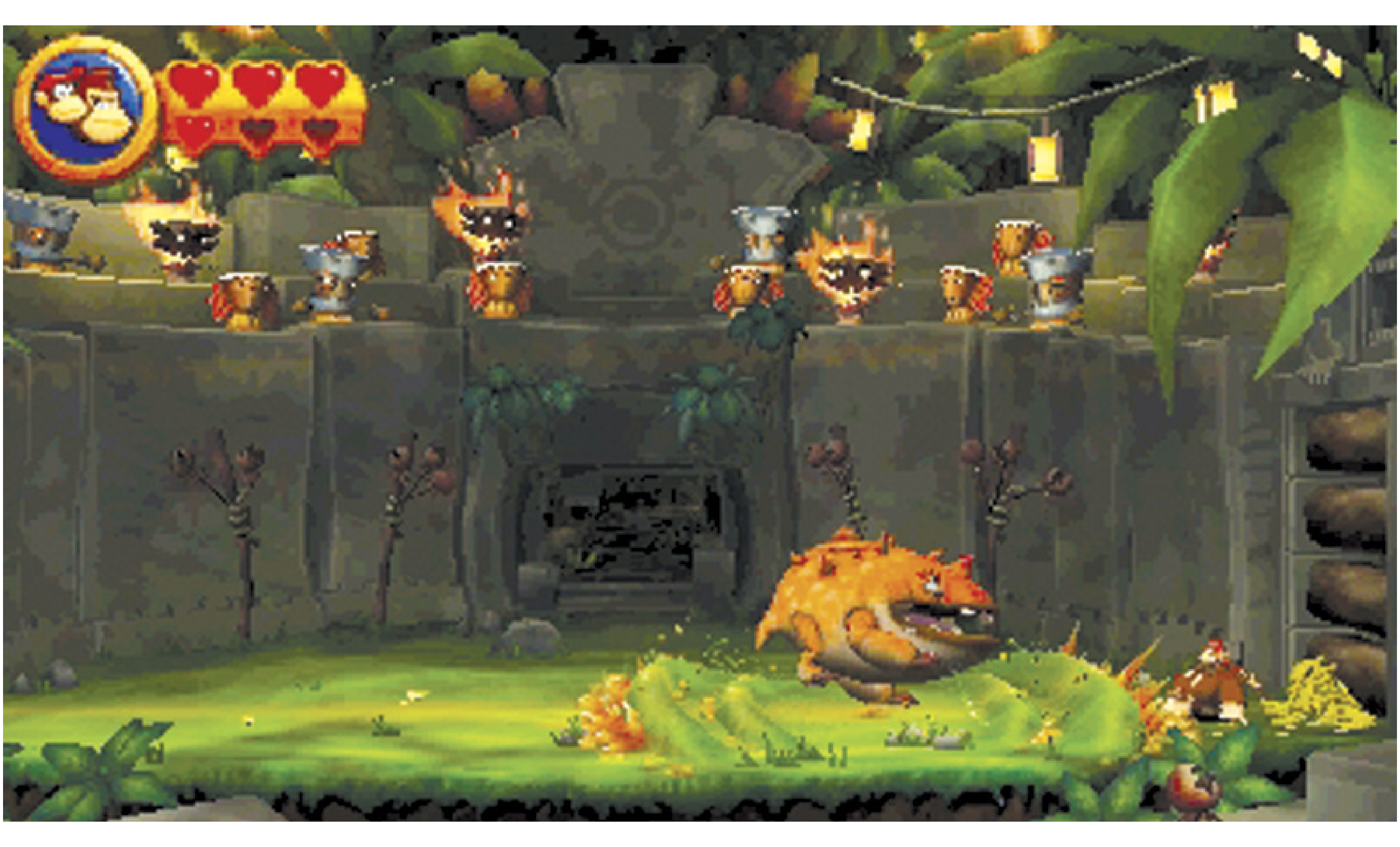
Mugly starts off the duel with a charge attack. As he approaches, hover-jump into the air and land on his back to thump him. While he is charging, his spikes retract. Get a solid hit and then move away.



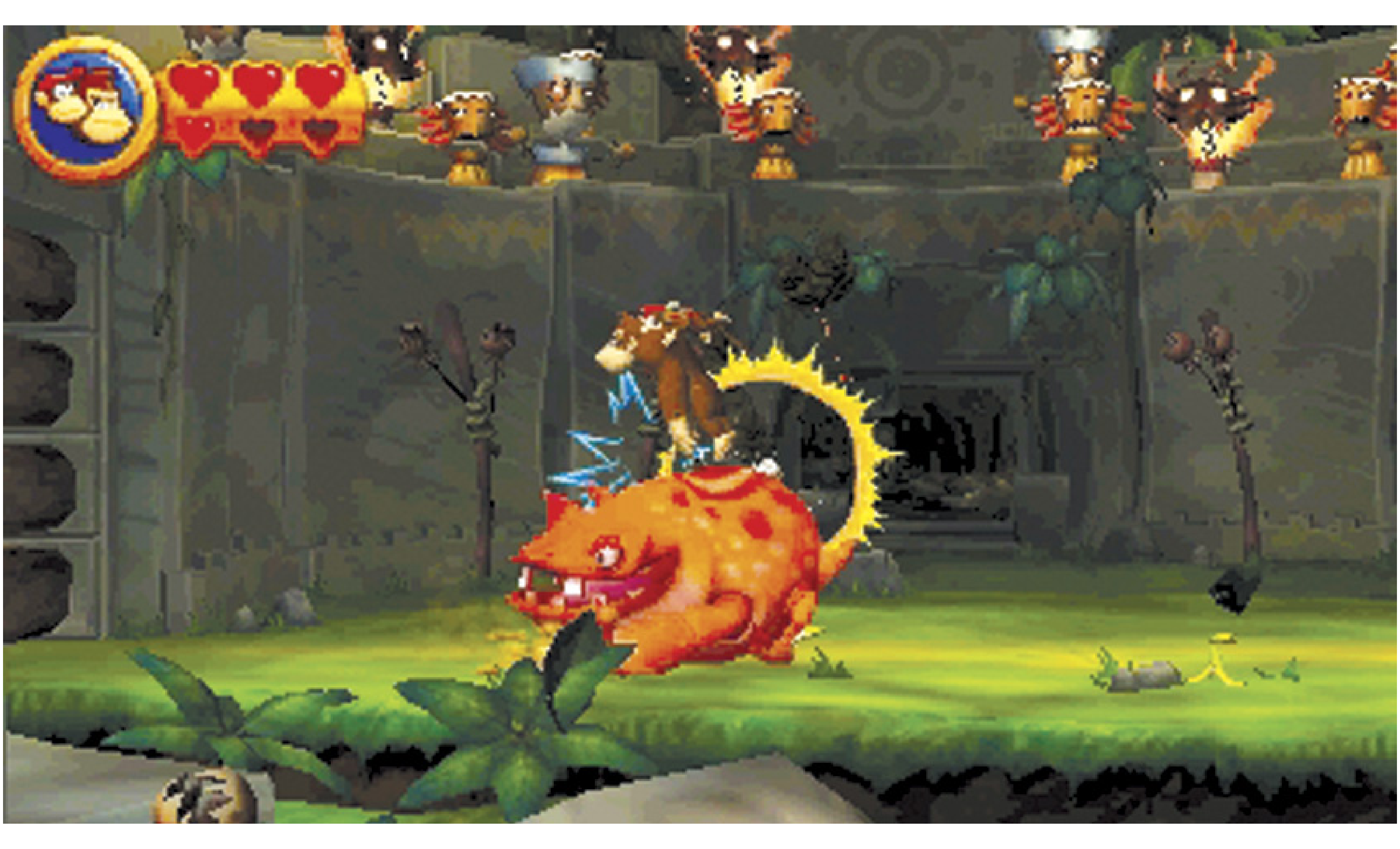
As Mugly charges again, use the same tactic to get out of his way and to get in another hit. Jump up in time or he will swallow you, and you will lose one of your hearts.



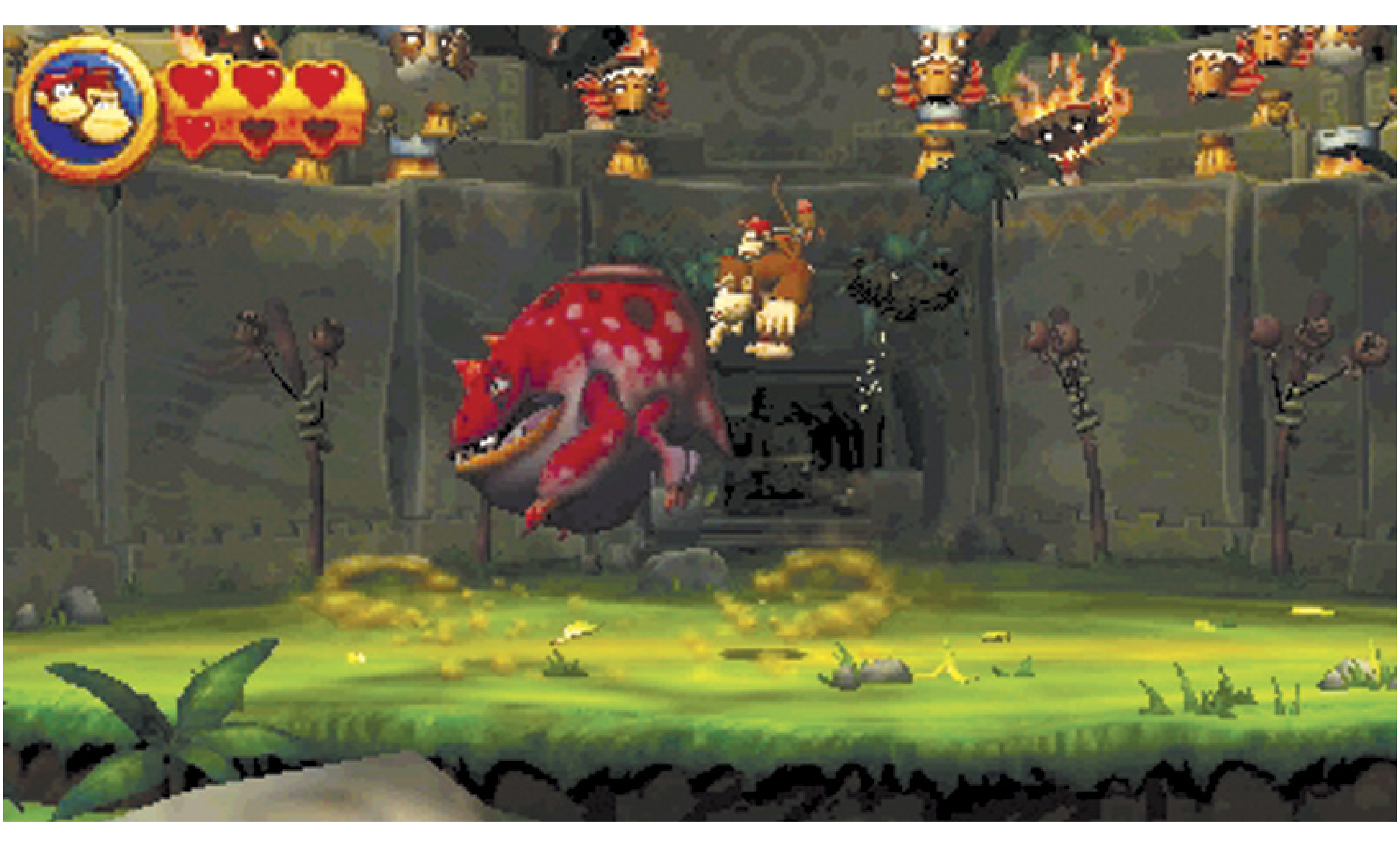
Mugly's next attack is a high jump in which he tries to land on and smash you. While he is up in the air, roll underneath him and then jump onto his back from behind to get in a third hit.



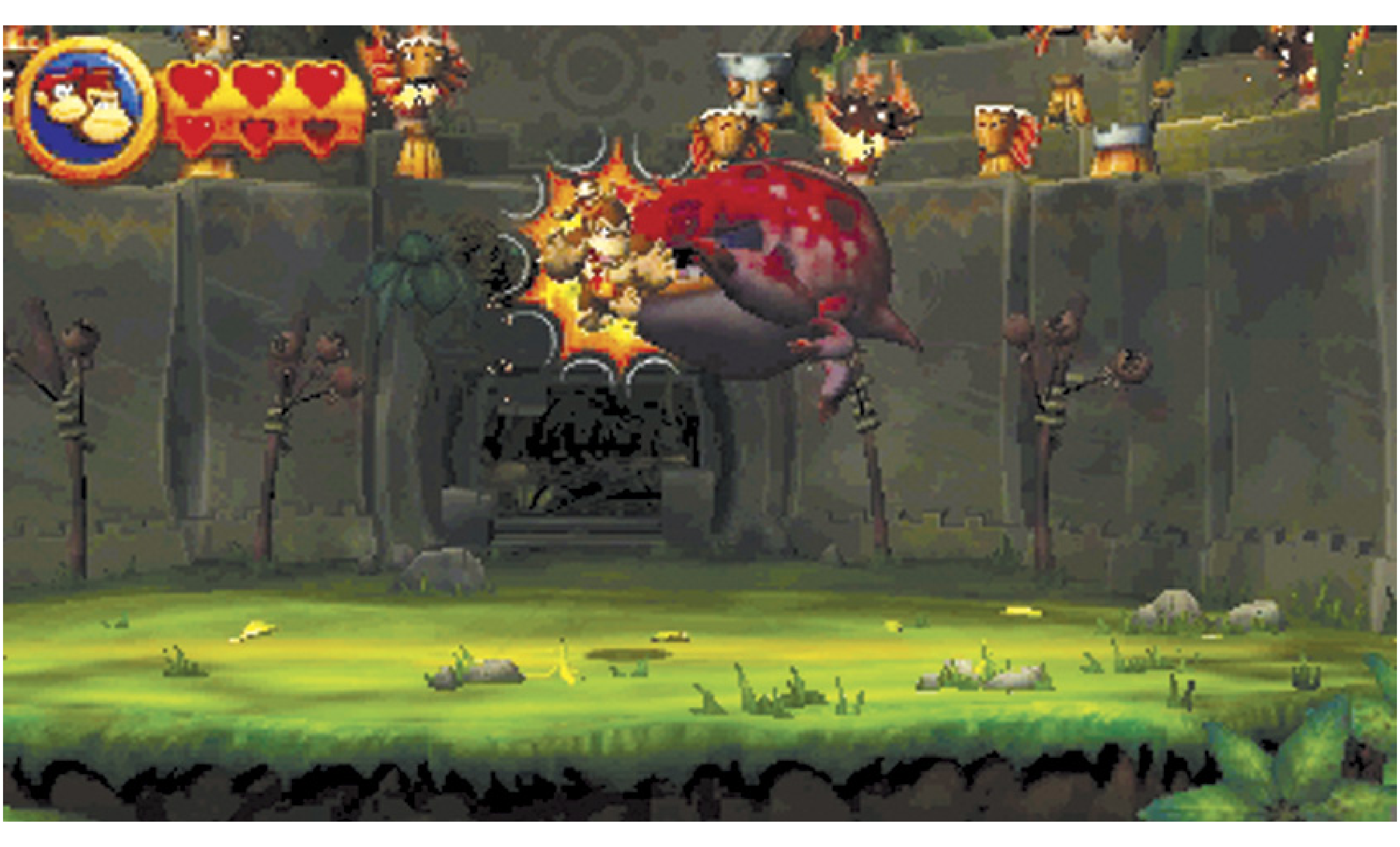
After three hits, Mugly becomes upset and turns from yellow to orange. He will continue using the two types of attacks from before, but he will add a new one. When you see him make an extremely high jump, rush underneath him and move toward the arena's opposite side. When he lands, he will cause a shock wave that travels through the ground. Jump over the waves or you will lose a heart.



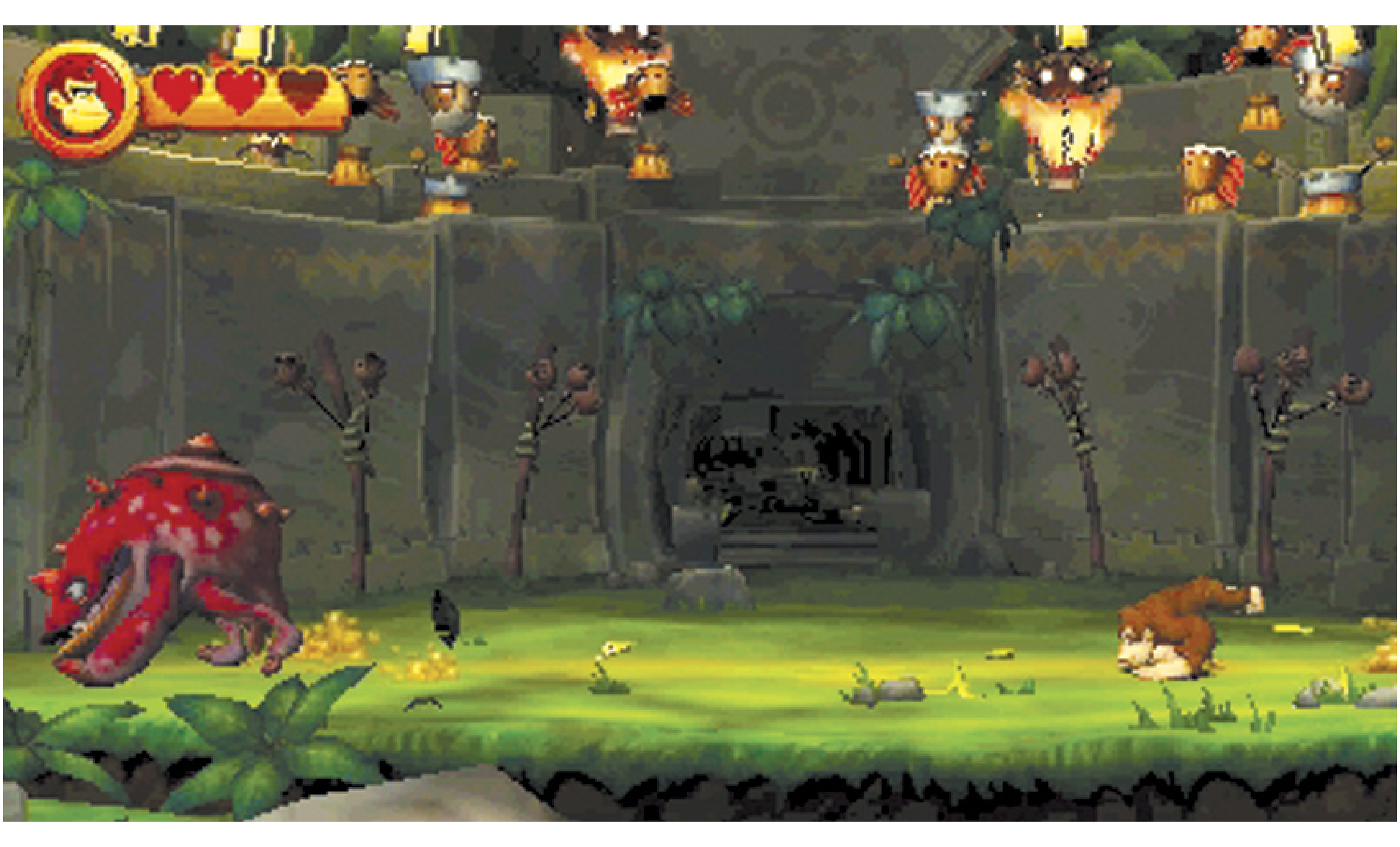
Using the same tactics as before, get three more hits on Mugly during this second round of attacks. As you get in some hits, hearts may appear. Quickly grab them to restore your health and get ready for the next attack.



Now Mugly is enraged and changes from orange to red. He is now faster when he charges you, so you have to jump quick. Stay near one end of the arena; when Mugly skids to a stop, you will land right on his back for a quick hit.

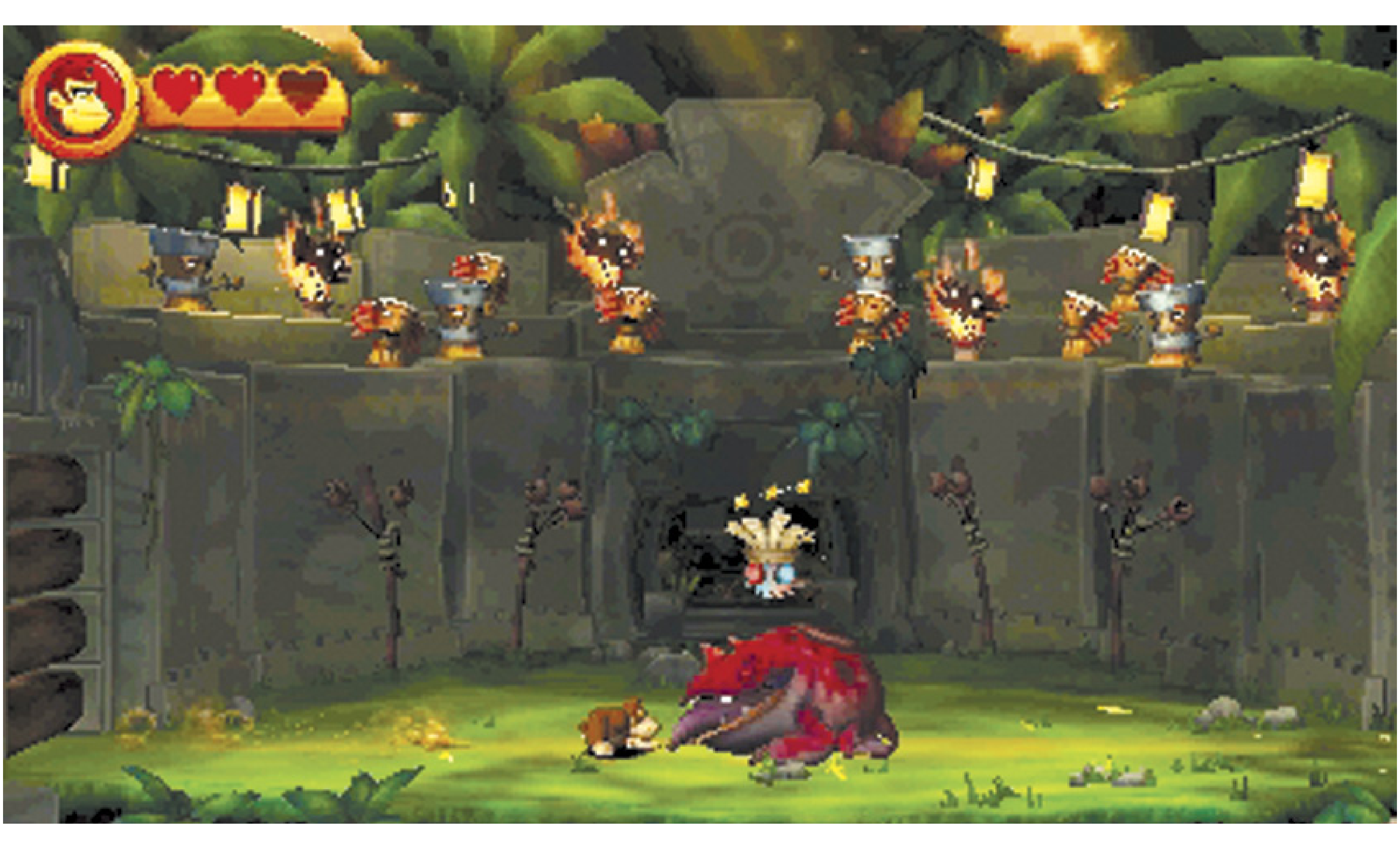


Mugly's jump attacks are also more frequent and faster, so you must be ready to roll right under him and get out of his way.



If you have a hard time jumping onto Mugly's back during his charge attacks, wait until he hits the side of the arena and is dazed for a few seconds. When you see the stars circling his head, rush in and hit him before he recovers.

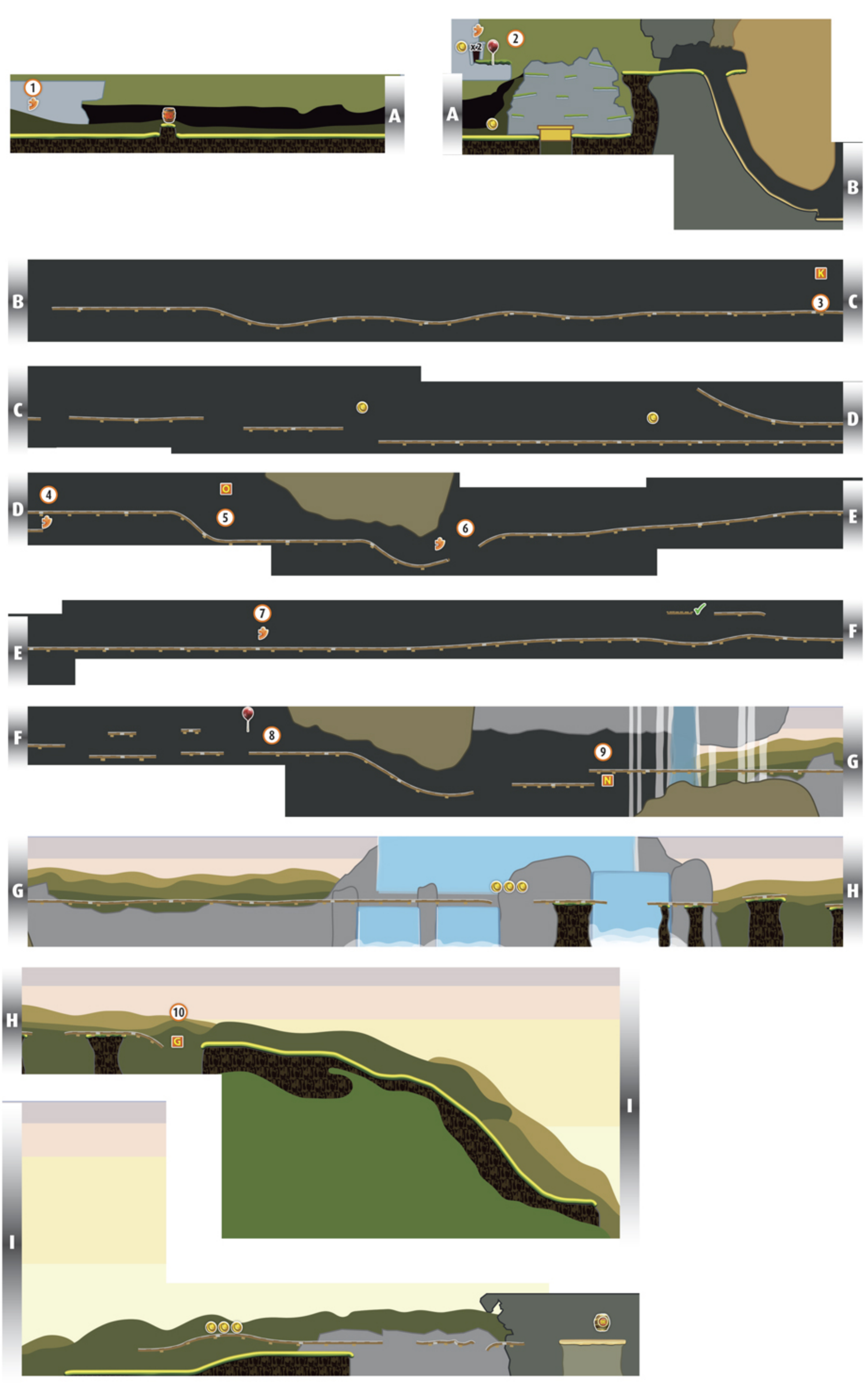
After you score your third hit in this last round, Mugly is down for the count and the battle is almost over.

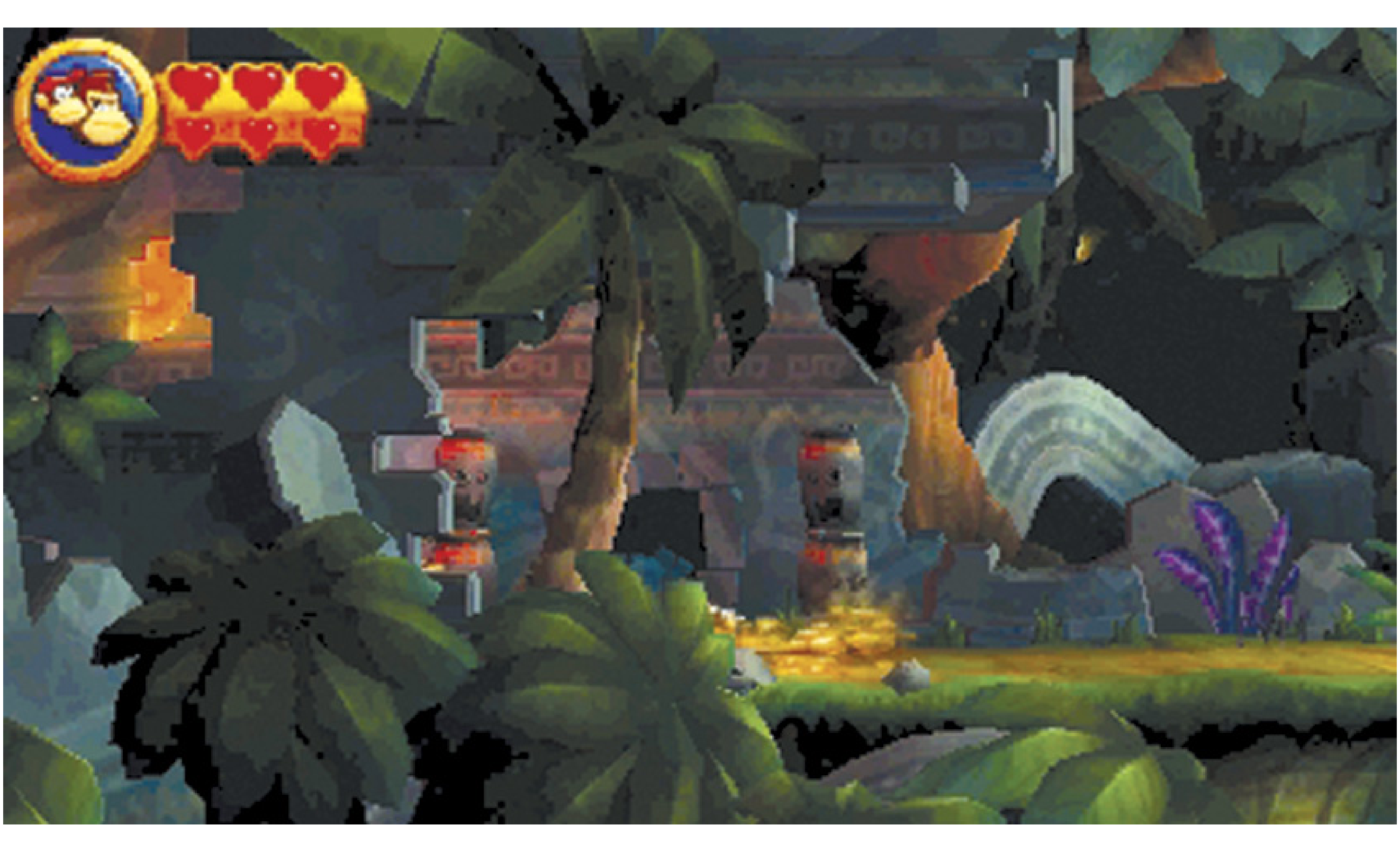


The Tiki who was controlling Mugly emerges and is also dazed. This is your chance—rush forward and jump near it to punch it and complete the battle. One boss down and a lot more to go.

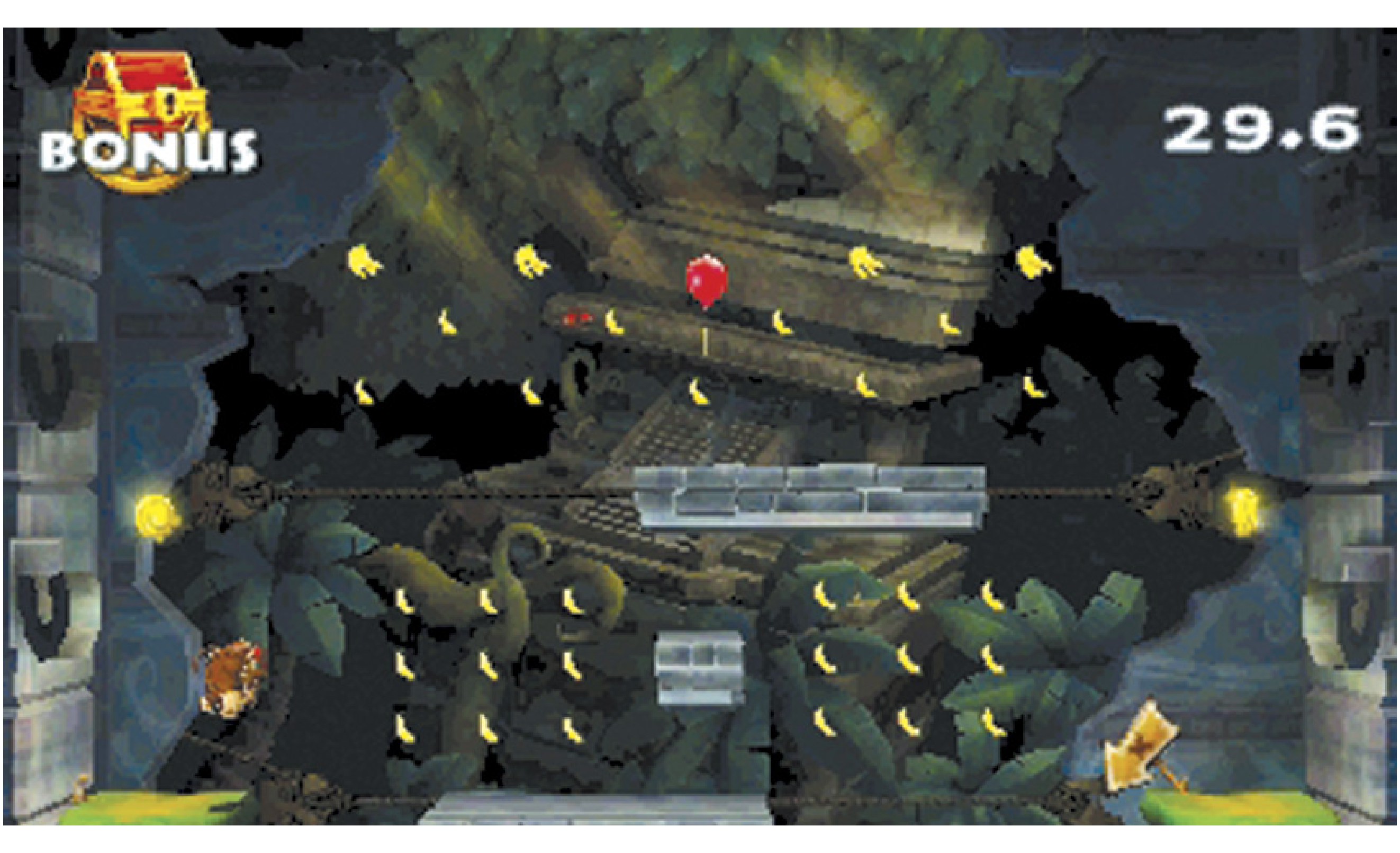
World 1

Crazy Cart





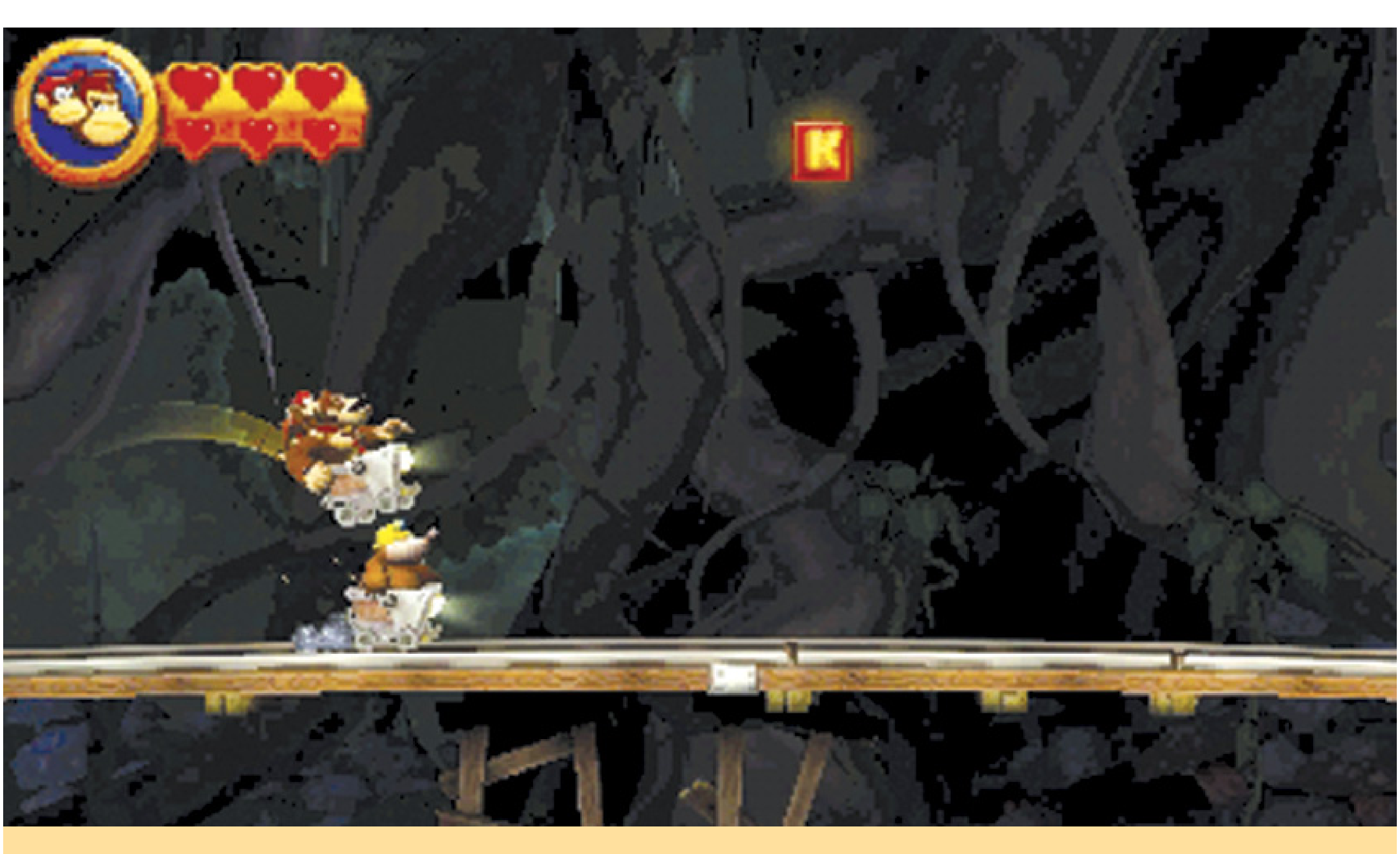
① The first Puzzle Piece of this level is right near the start. Move left into some ruins and jump up to claim it for your collection. Once you have it, head right to pick up and throw the DK Barrel so you can get Diddy Kong to join you.



② Continue to the right until you reach a large round DK platform. Pound it to make some ruins fall into place and create a series of platforms. Jump your way up to the top platform, then jump to the ledge on the left to find a cave. Inside is a bonus room. There are two moving stone platforms with a small, stationary platform in between the two. Clear out the two groups of bananas down low by jumping up from the lower platform; then jump to the middle platform to reach the top platform. Quickly collect the bananas and the balloon up high. Next, grab the two coins—one on either side of the room—to reveal the Puzzle Piece. Pick it up to exit the room; then head across the upper platforms and into a mine. Pound on some wooden planks to drop into a shaft.

Caution

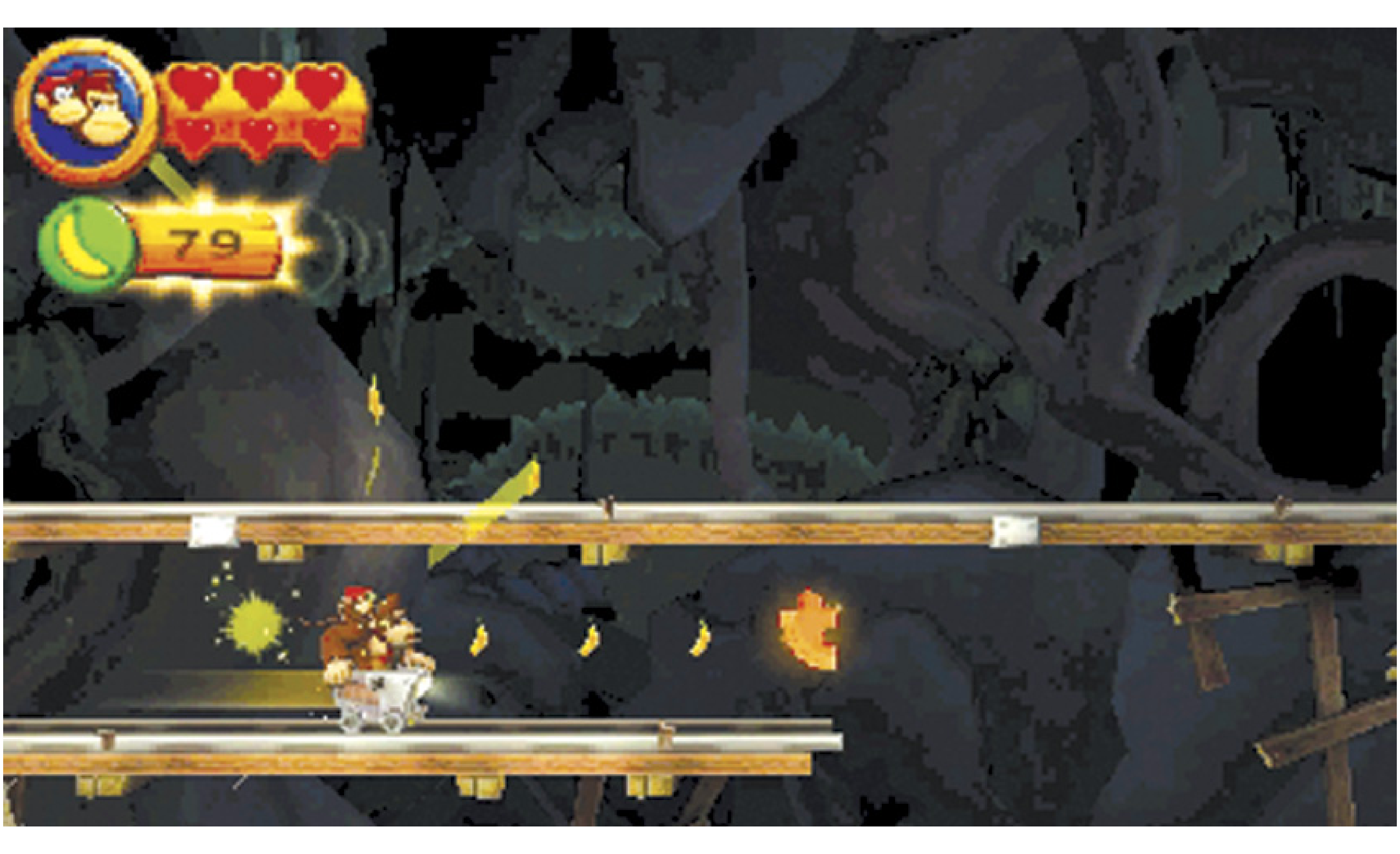
Be careful when jumping up from moving platforms. You must make sure you land on them or you will fall down and exit the level before you have collected everything.



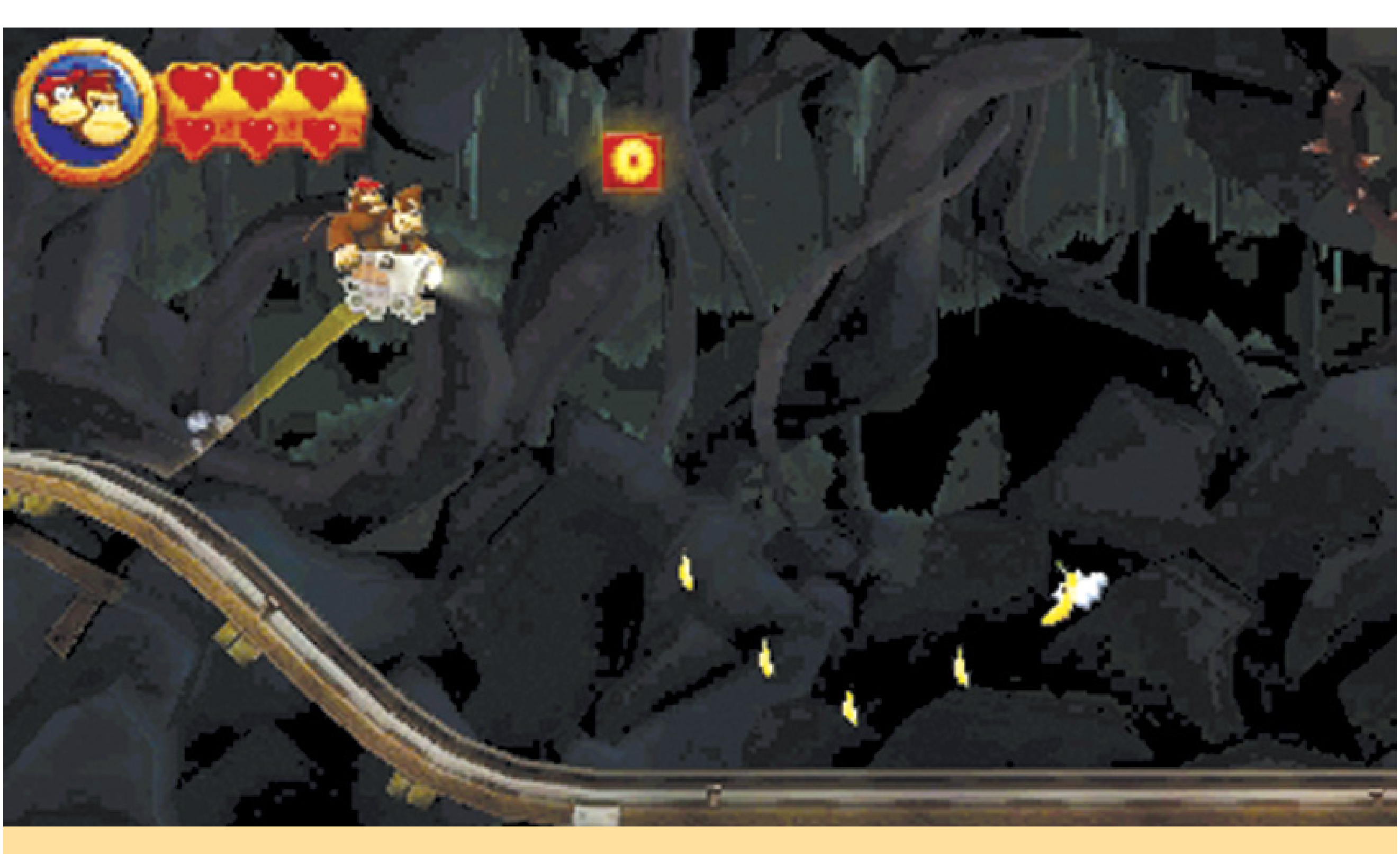
③ At the bottom of the shaft, jump into a barrel that shoots you into a mine cart. As you race along the track, you will catch up to three Mole Guards in carts of their own. You can jump up and land on them to knock them off the track, or you can just jump over them. In order to get the K KONG letter, you must jump onto the third Mole Guard. As soon as you hit him, jump up to grab the block. Be careful, since there is a break in the track that you will immediately have to jump over as soon as you land.

Tip

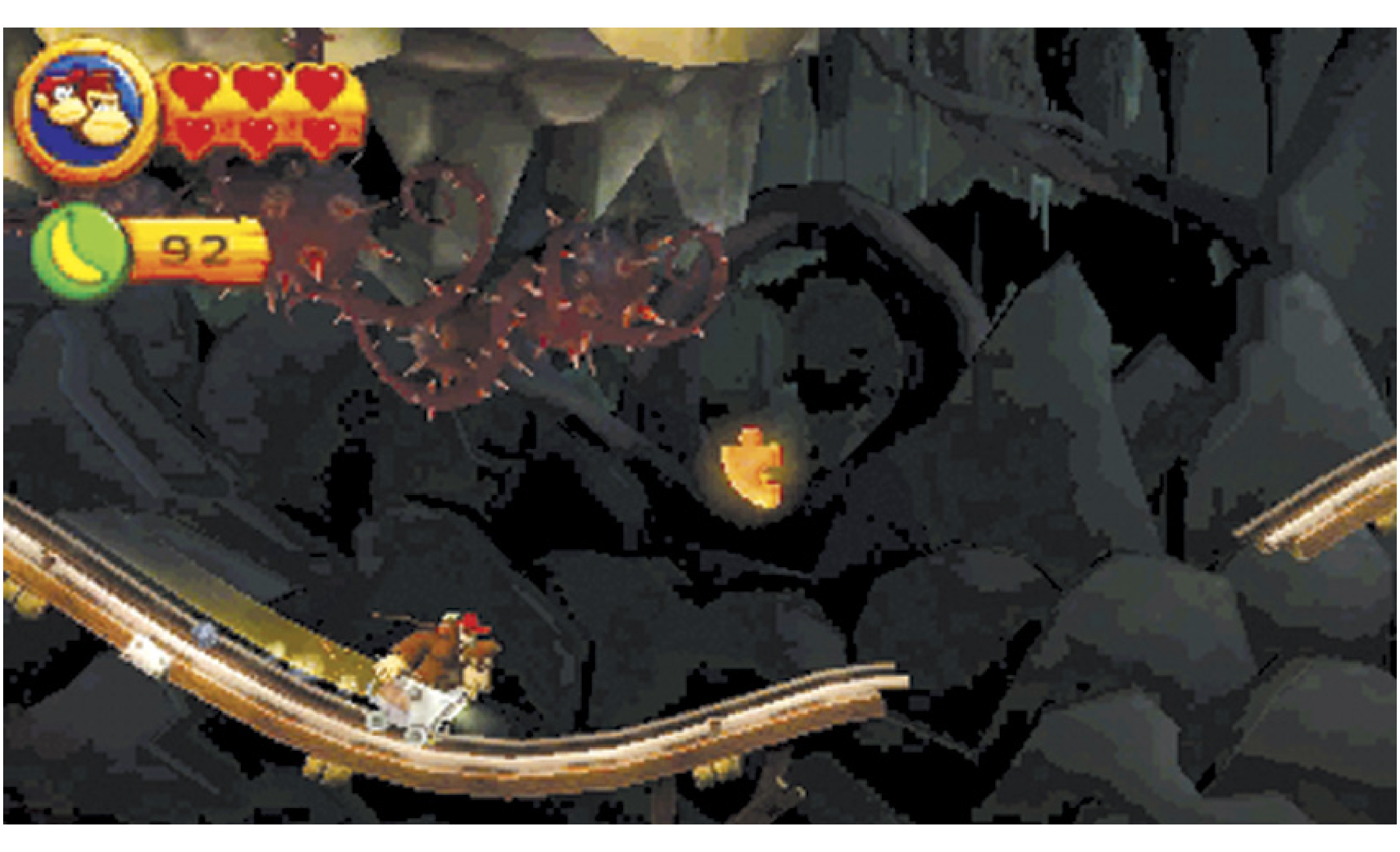
The cart ride through this level can make it tough to get Puzzle Pieces and K-O-N-G KONG letters, because you go past them quickly and have only one chance to get them before they are left in your dust. Study the map so you know where these items are located and are prepared to grab them on the go.



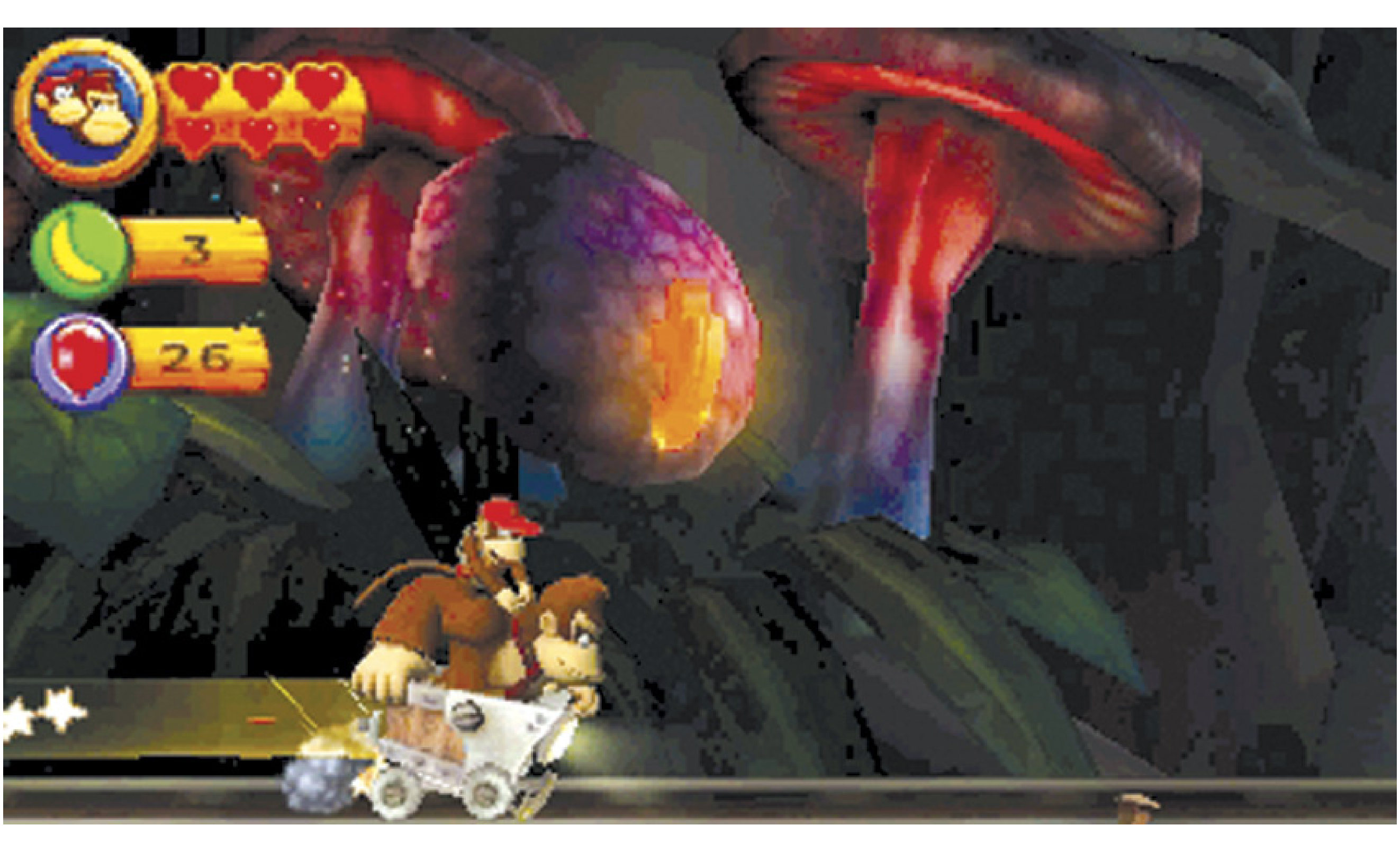
④ Keep traveling down the track, jumping over Mole Guards and gaps in the track. When you see a second track come down from above, don’t jump onto it, even to knock out a Mole Guard. Stay on the lower track until you pick up the Puzzle Piece at the end, then quickly jump to the higher track so you don’t fall down and have to start the level over again.



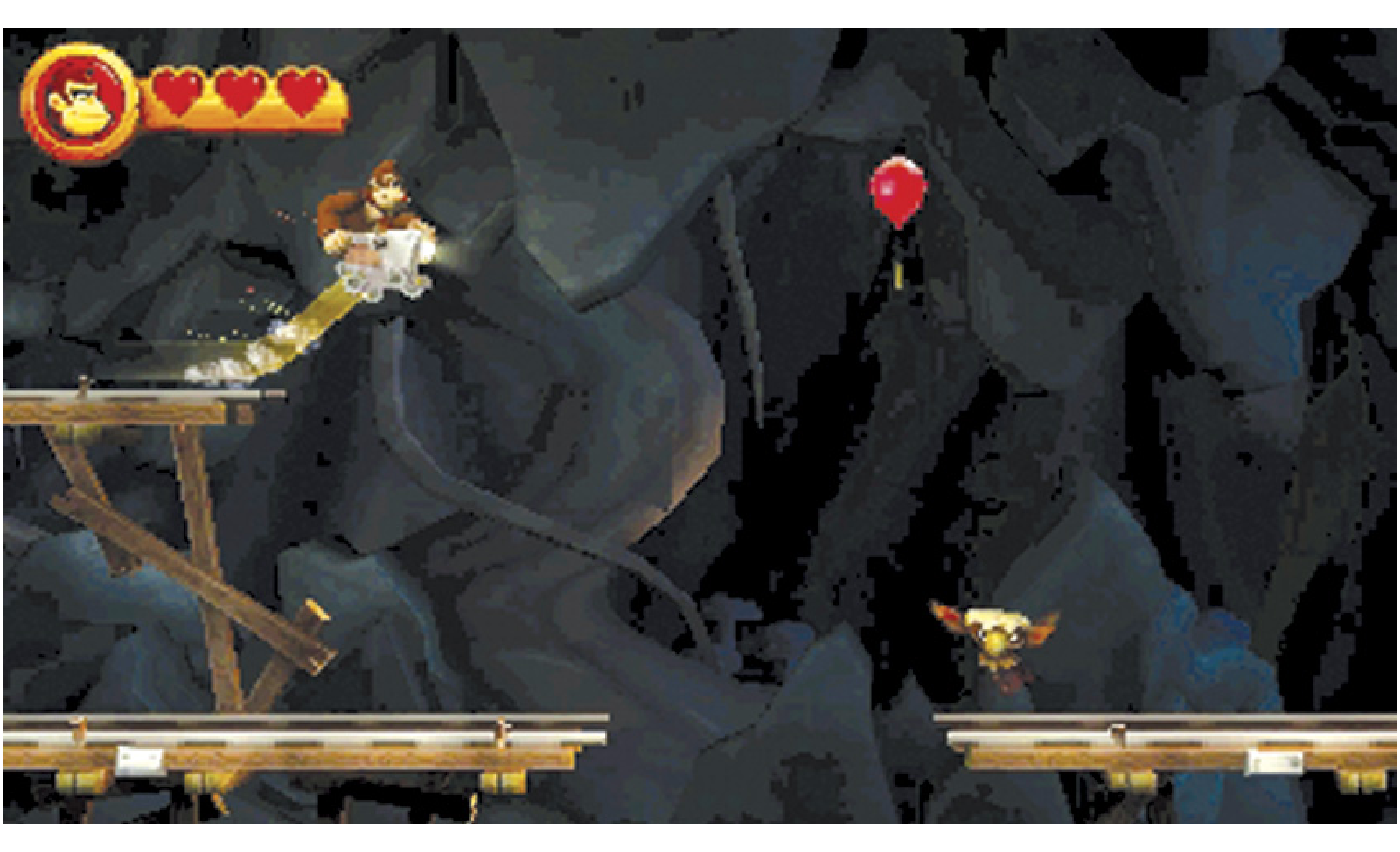
⑤ Right where the track starts to drop down again, jump into the air to get the O KONG letter. This requires good timing.



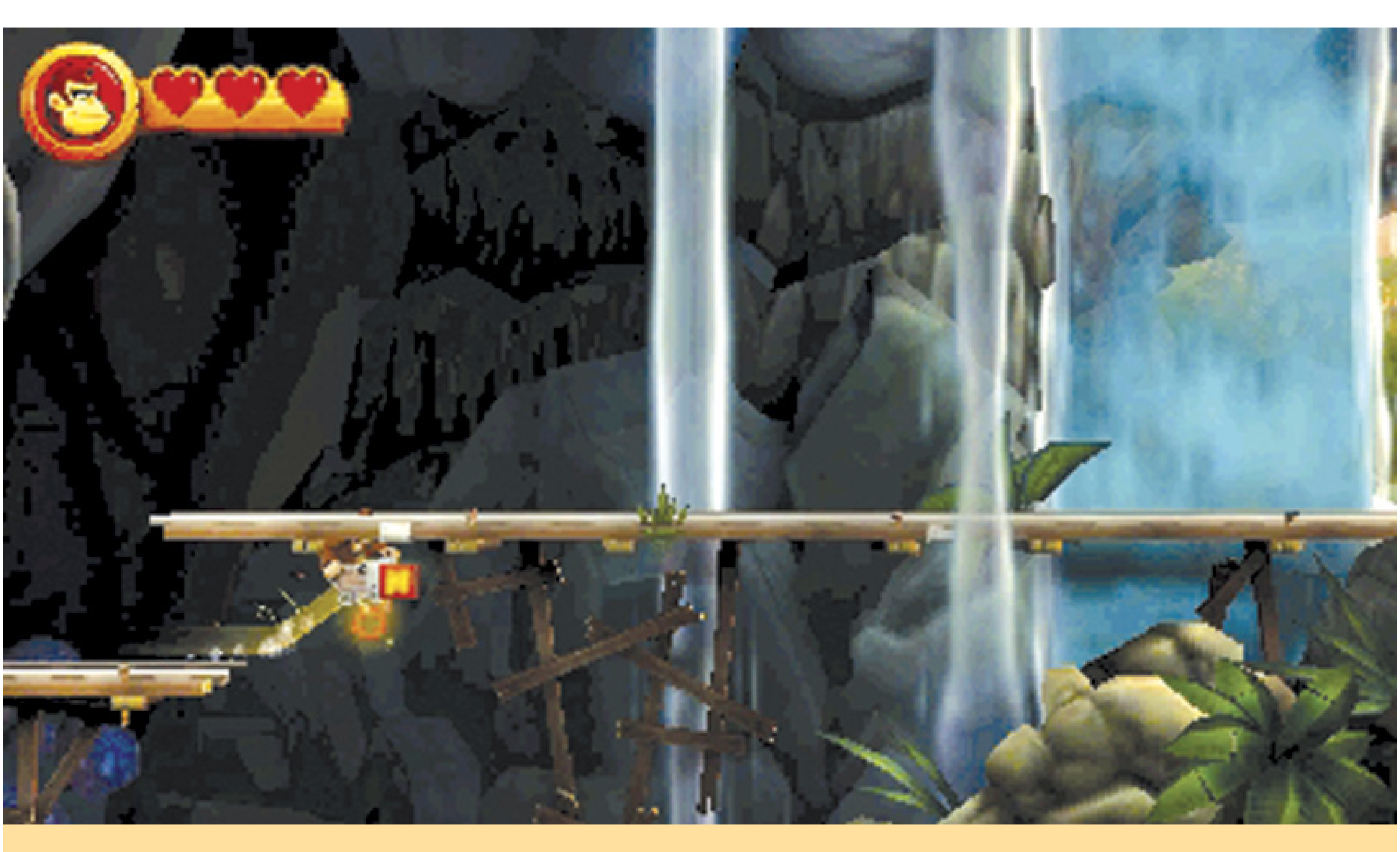
⑥ The track will take you down under a rock overhang. You don’t need to crouch here, since there is plenty of clearance. However, get ready to jump and pick up a Puzzle Piece where the track falls away for a section.



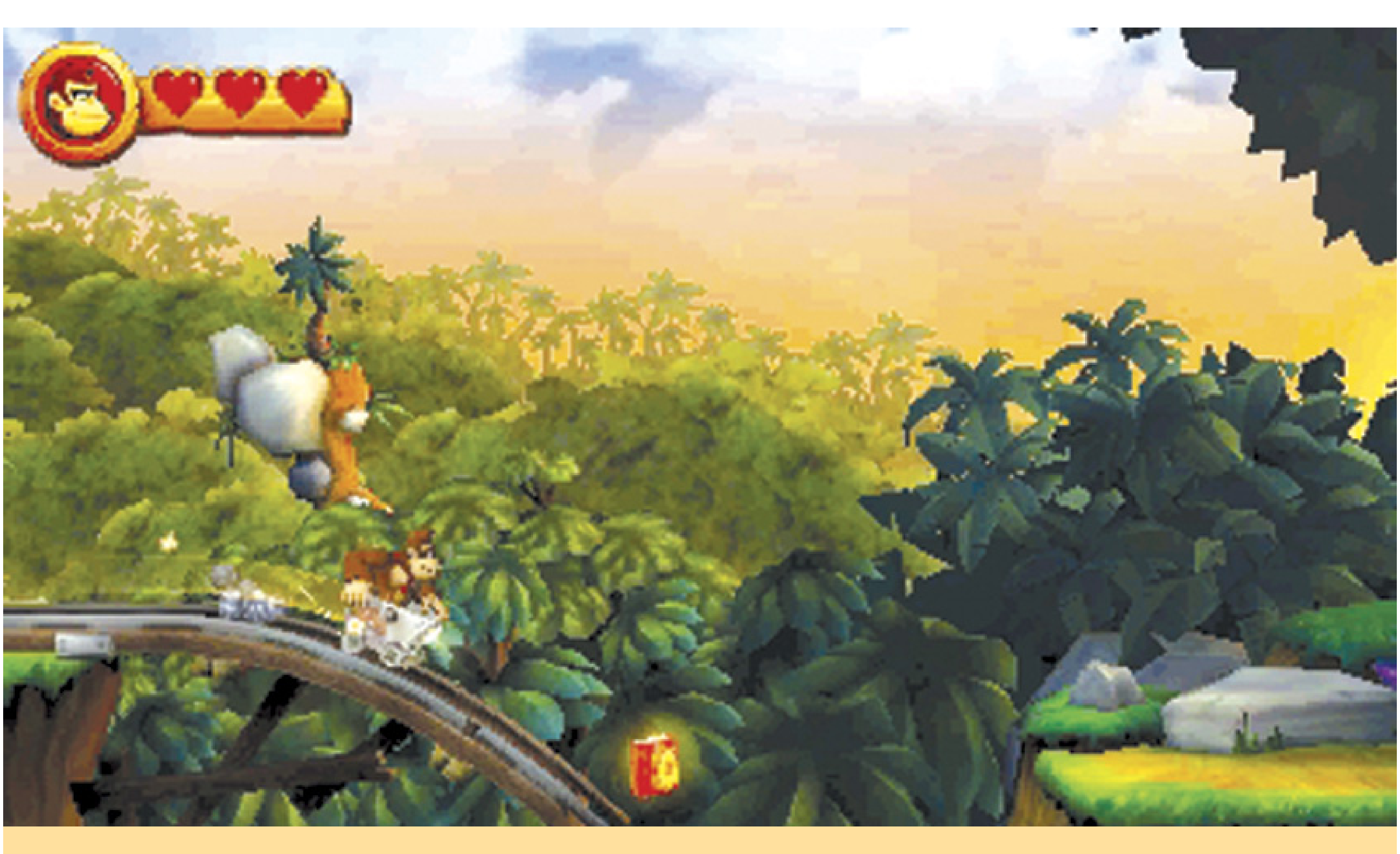
⑦ When the track pulls you into the foreground and up close, you must be quick on the jumps, since you can’t see objects too far in advance. After moving through a row of bananas, jump up to get a bunch and then be ready to immediately jump again to get a Puzzle Piece. To be on the safe side, you may want to skip the bunch altogether and just get the Puzzle Piece.



⑧ If you want to get this balloon, you must jump onto the higher track in the area after the checkpoint. Jump over Flaming Tiki Buzzes to stay up high and grab the balloon as it rises into the sky.



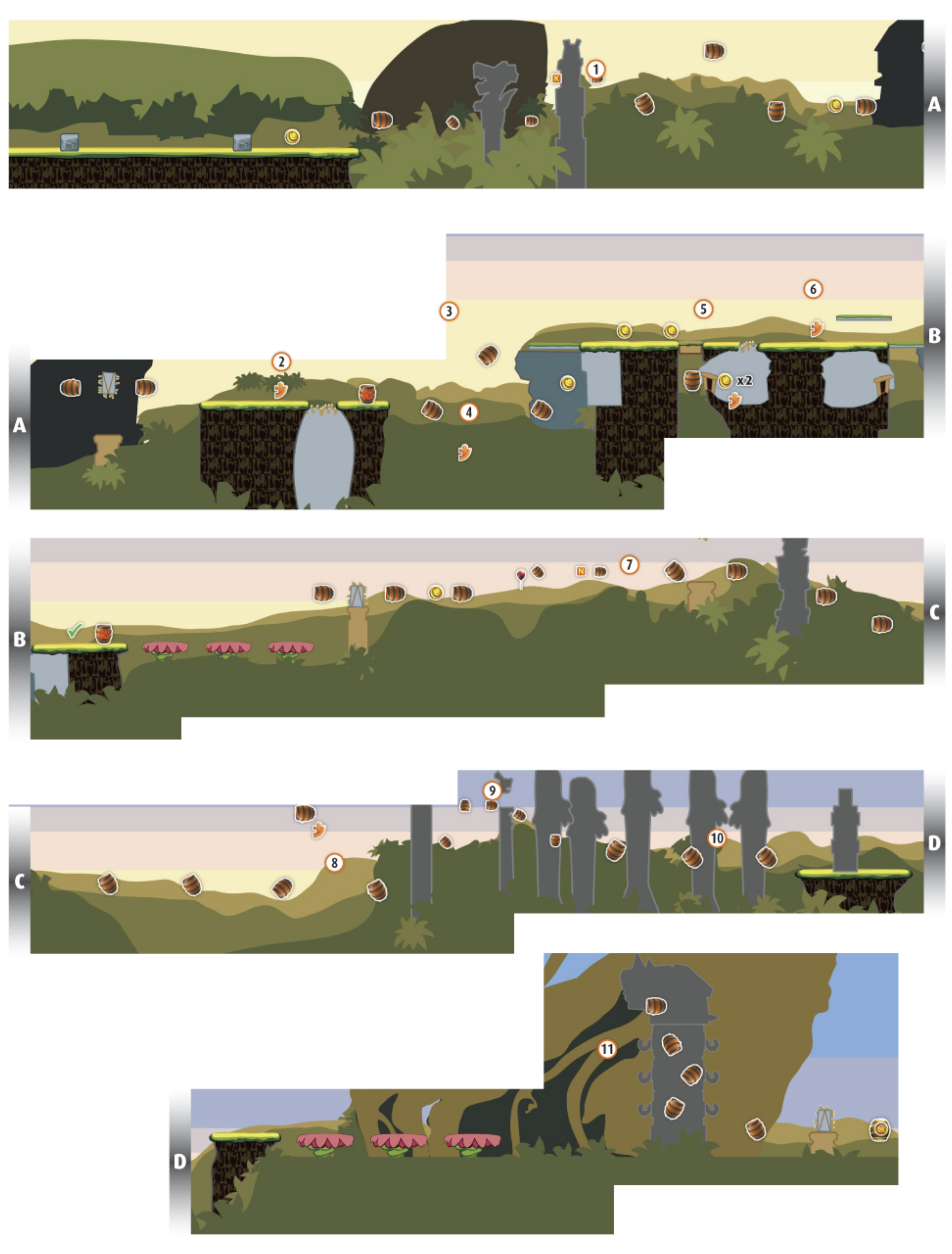
⑨ This block is tough to get. The track ends here, and you must jump to a higher track. The key is to wait until the last possible moment, when you are just about to run off the track, and then jump so the wheels of your cart touch the N KONG letter as you fly by.

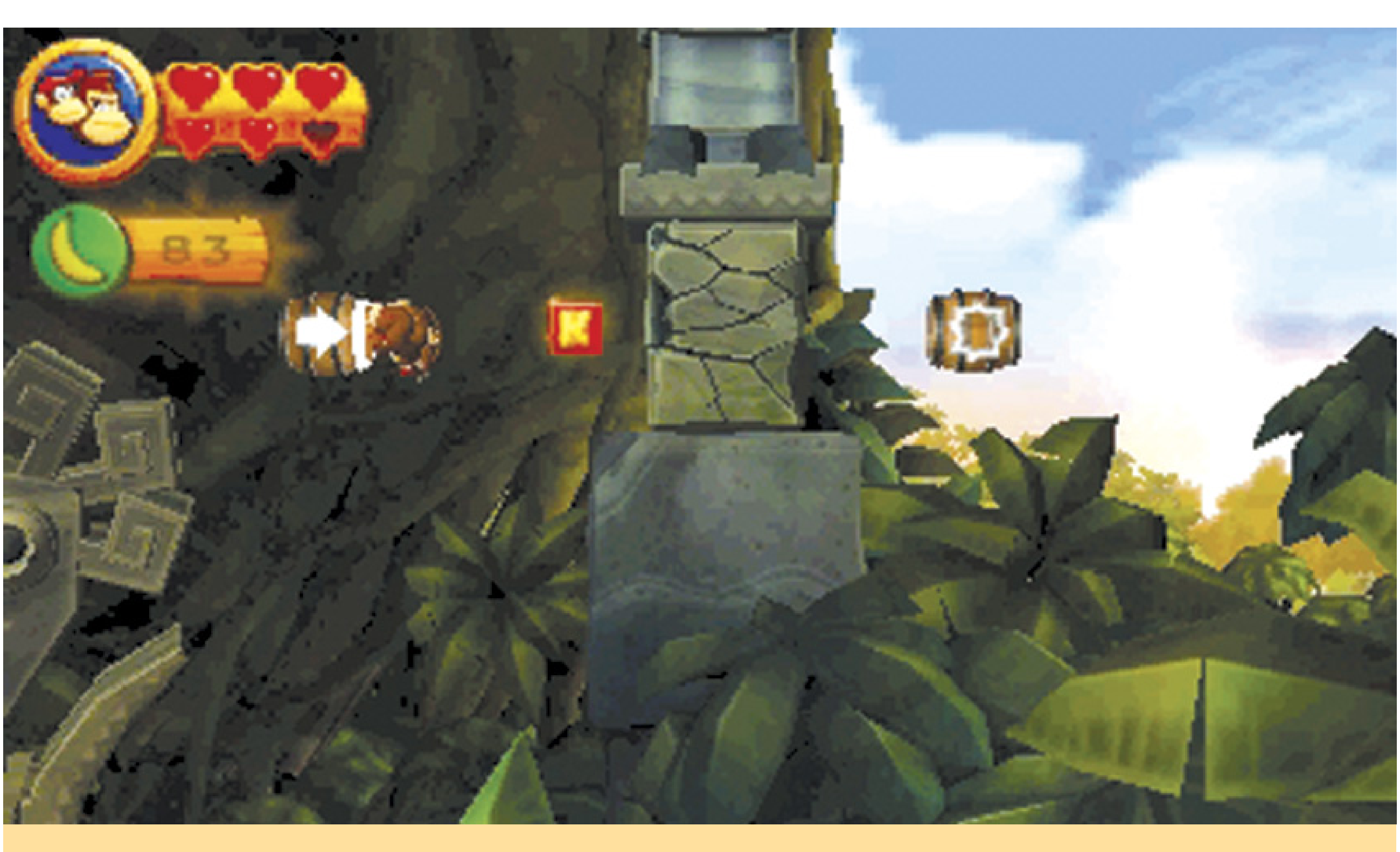


⑩ Follow the track to its end before jumping to solid ground across a gap. Pick up the G KONG letter. As you continue along the ground, be ready to jump onto another set of tracks when they appear. Jump across gaps to reach the Slot-Machine Barrel and complete the level.

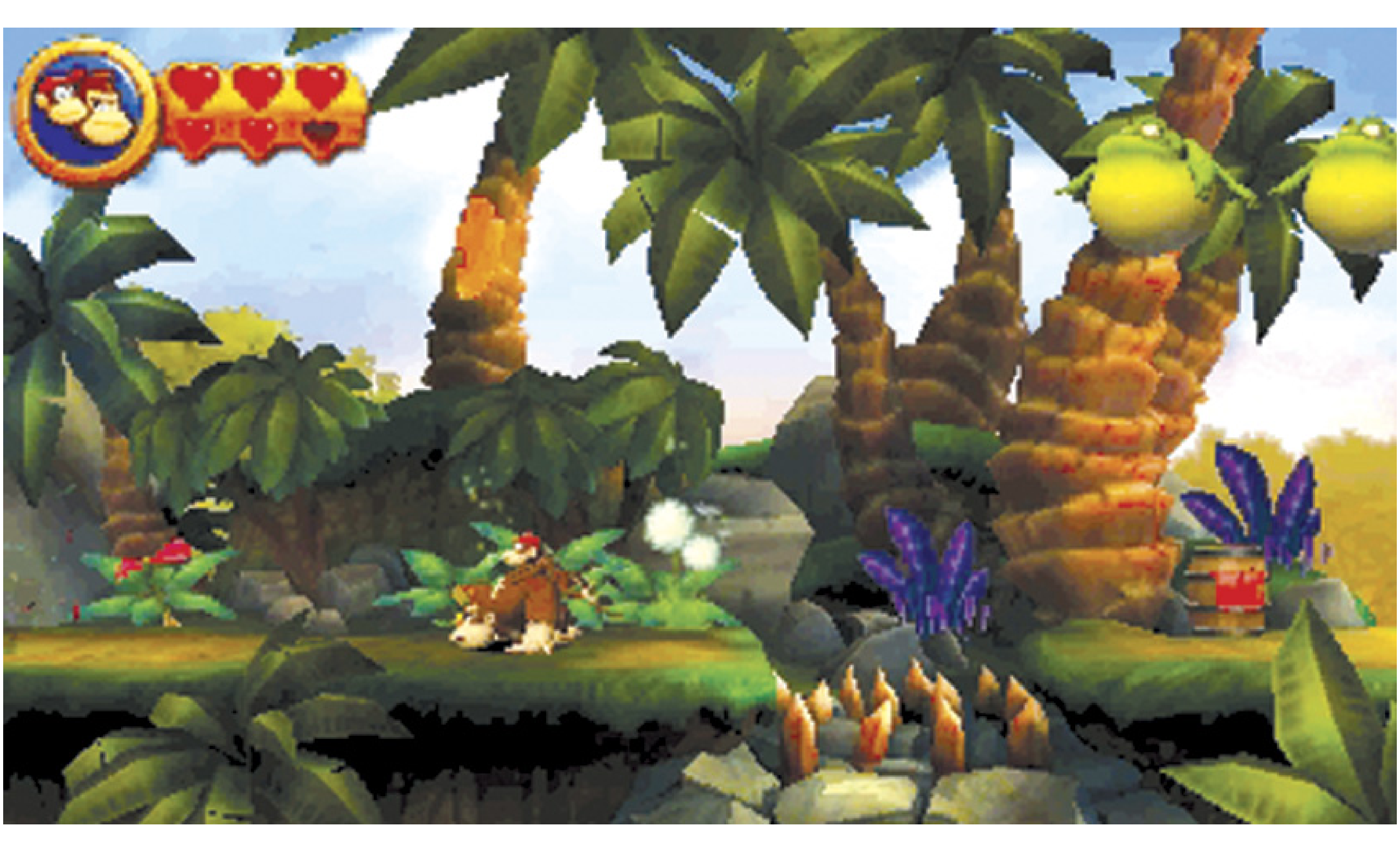
World 1

Canopy Cannons

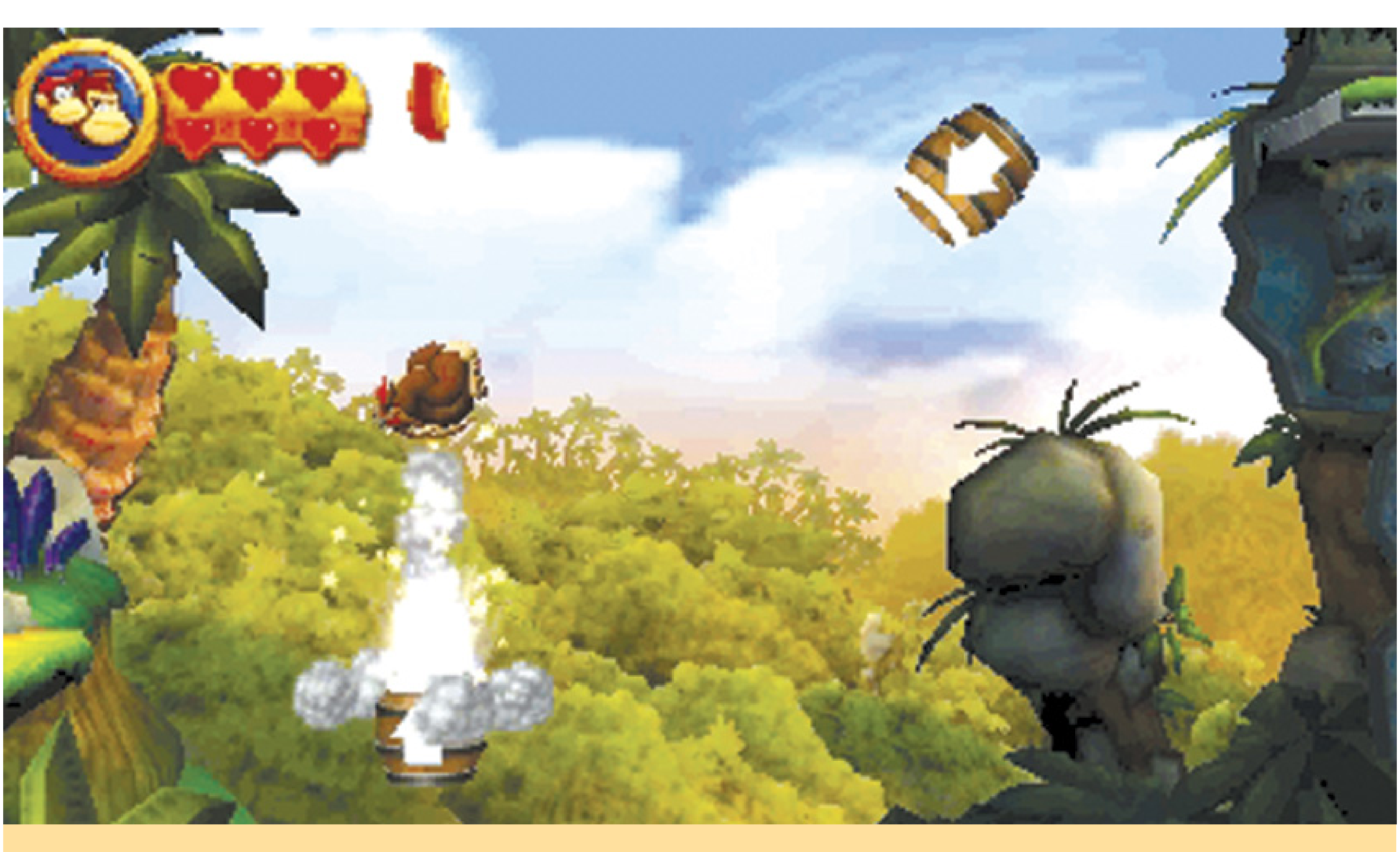




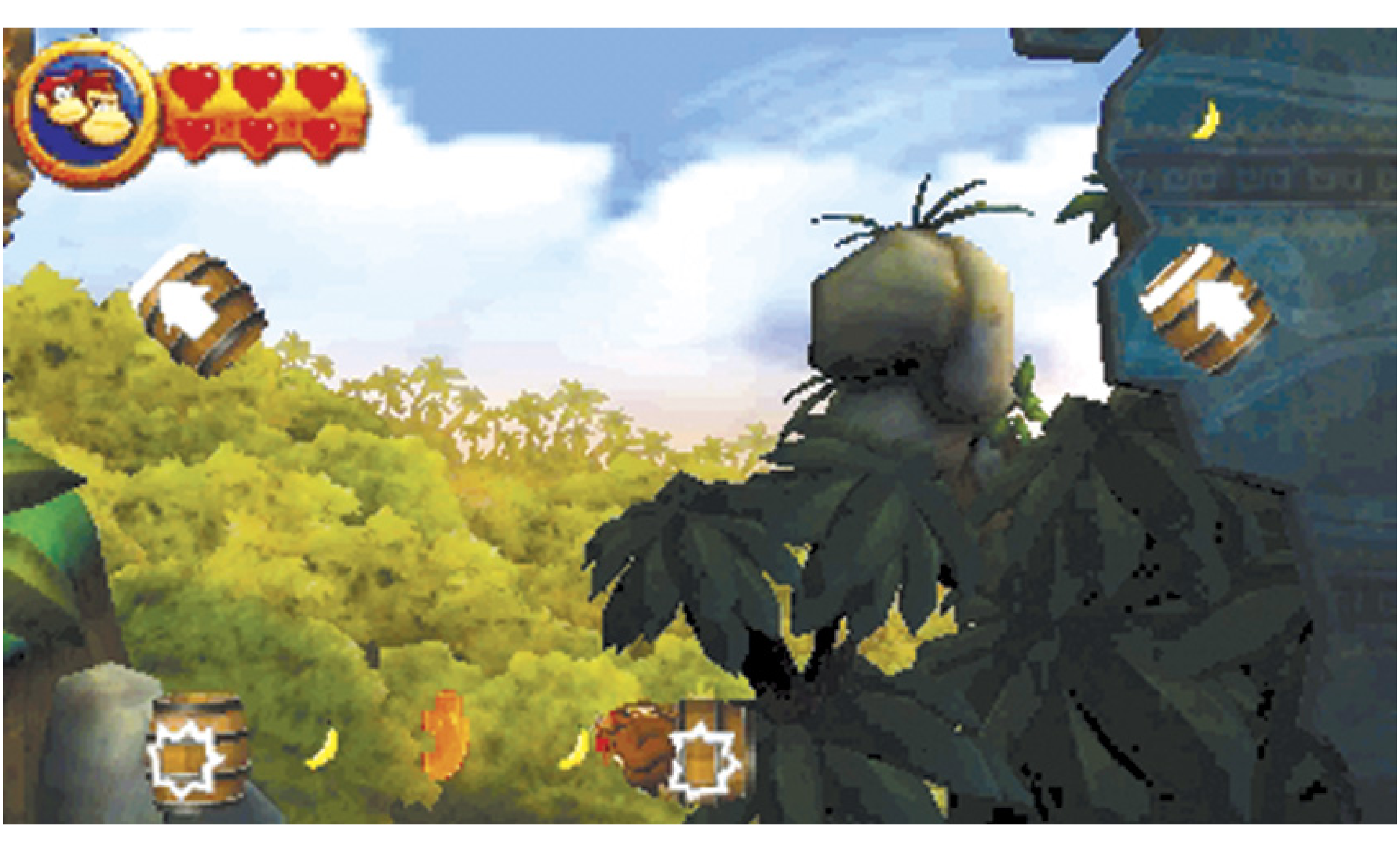
① K This level starts out pretty basic. Make your way to the right and jump into the barrel. It will shoot you to another barrel, which then shoots you through a stone block to a third barrel. This one moves up and down. Time your shot to hit the K KONG letter, and break through some more stone to reach yet another barrel.



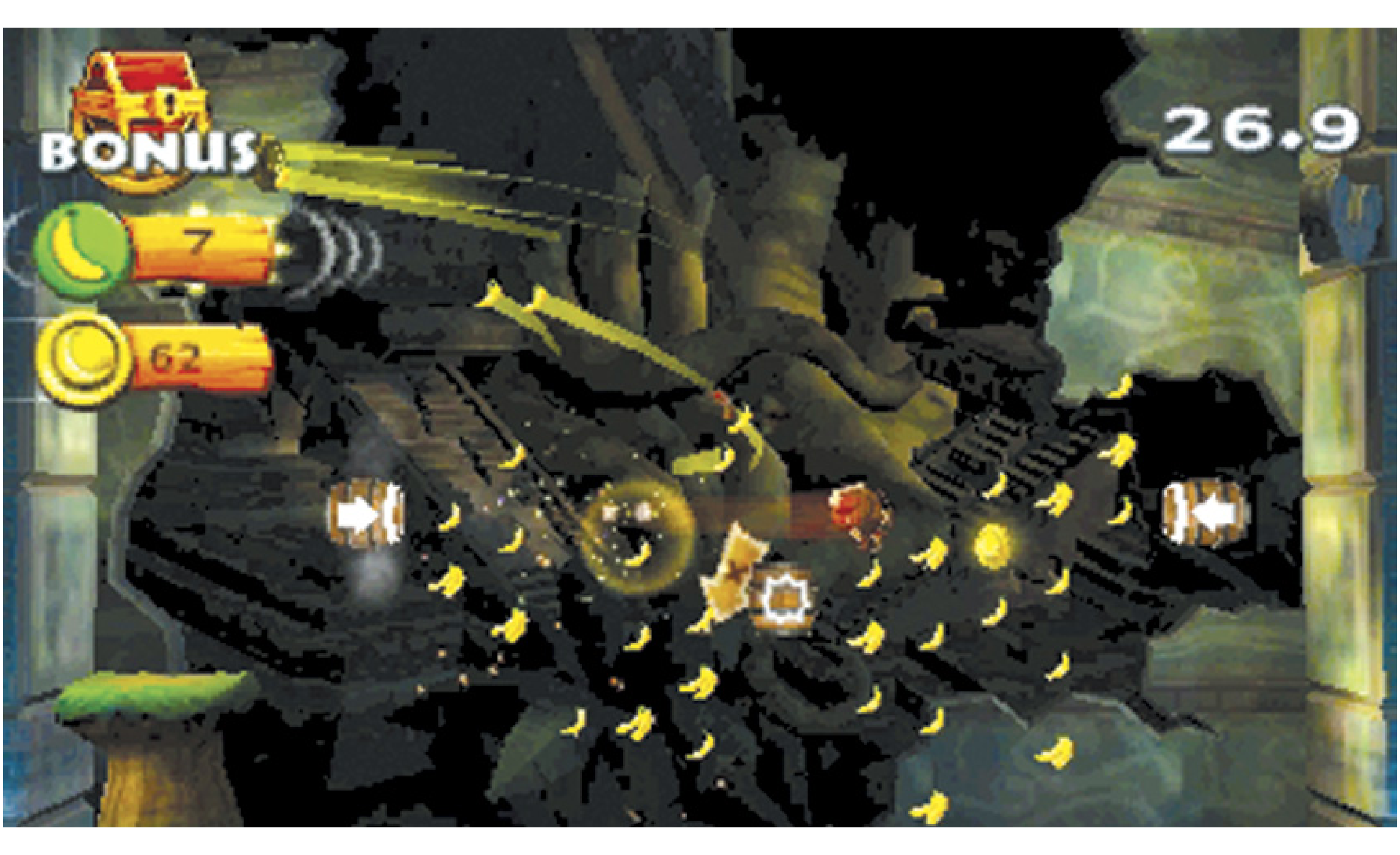
② Continue shooting from barrel to barrel. For some barrels, you will have to use correct timing in order to hit the next one so you don't fall and have to start the level over. When you get to solid ground again, head right. Pound the ground near a gourd, and pick up the Puzzle Piece that shoots out.



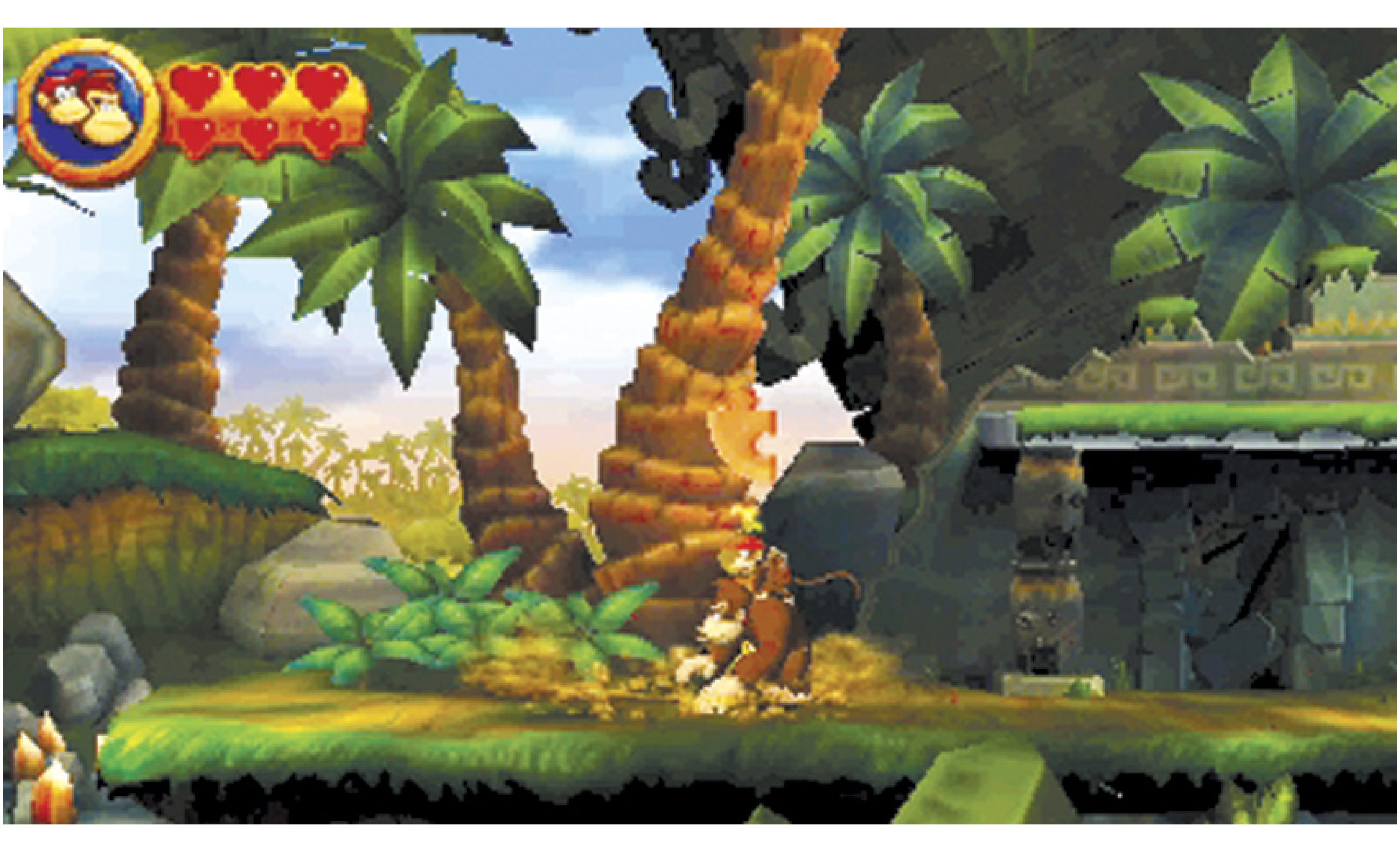
③ O Keep going right and pick up the DK Barrel to get Diddy Kong. Then jump into another barrel. This will turn to change directions. Shoot out of the barrel when it is facing the O KONG letter. Then, drop back in and shoot toward the next barrel.



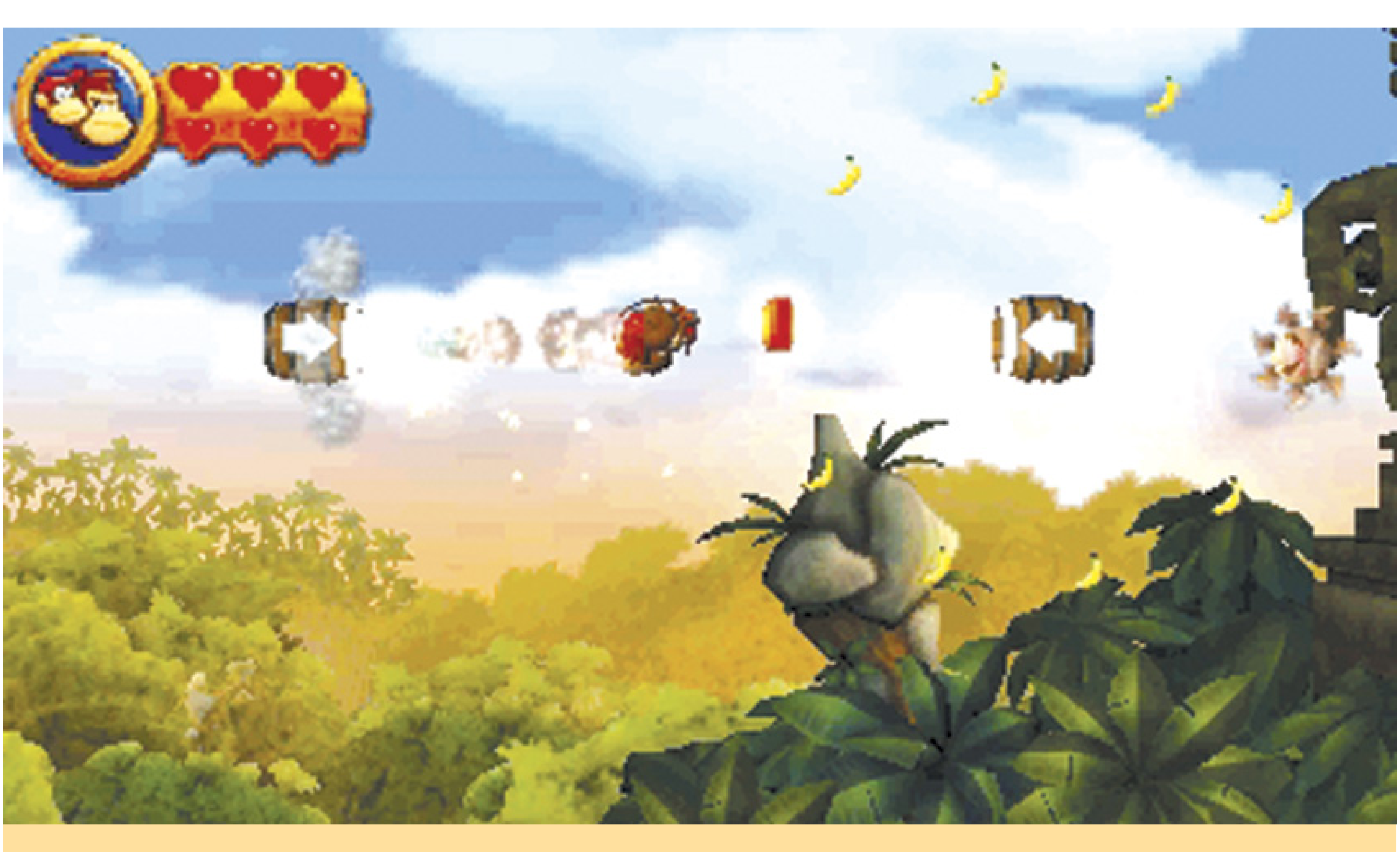
④ This next barrel points down, to the right and to the left. To get a Puzzle Piece, shoot out when it is pointed straight down. Then shoot to the right to continue.



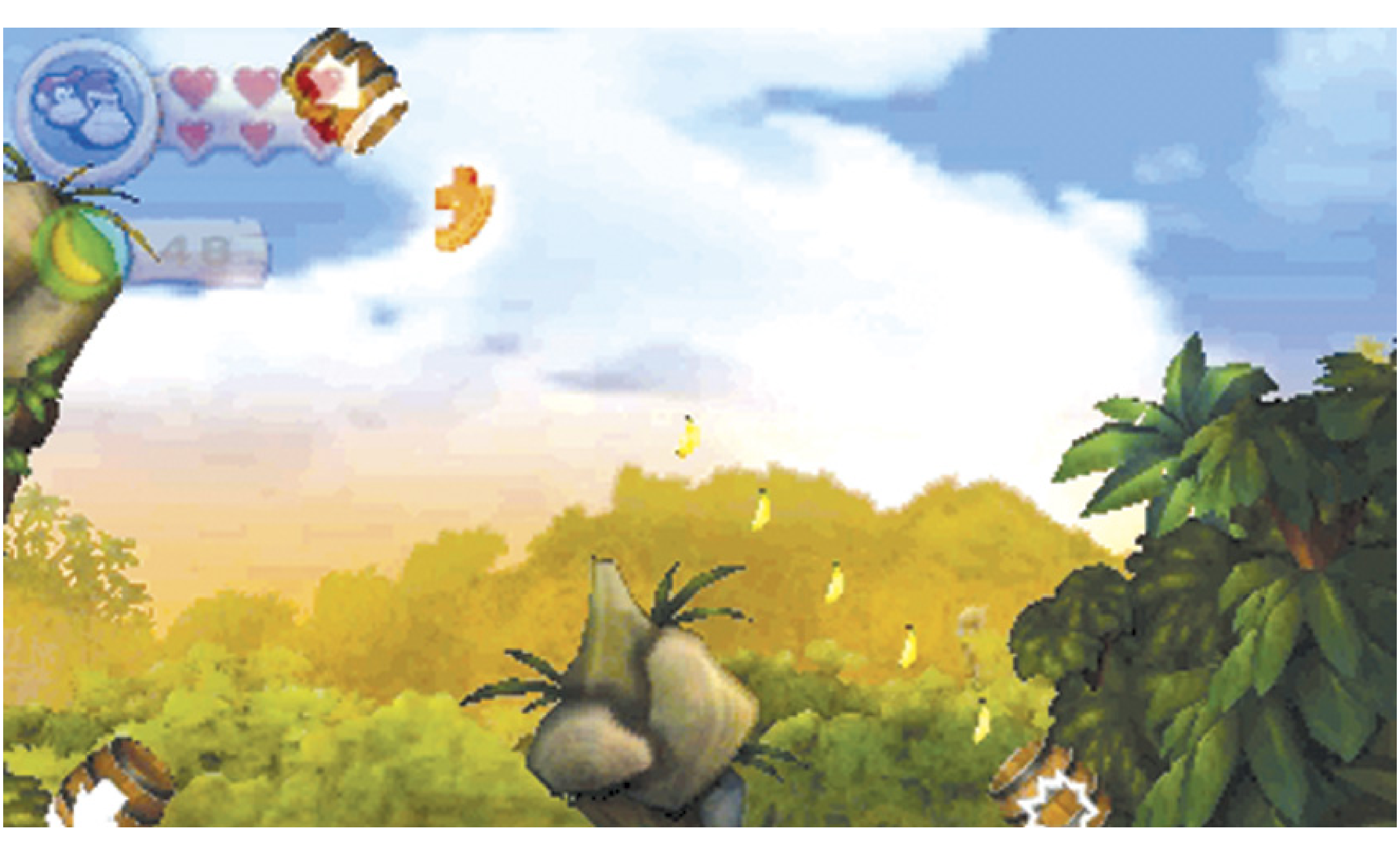
⑤ Once you get back on the ground, move to the right and pound a trapdoor near some fan flowers to enter a bonus area. Jump into a barrel. The object is to shoot back and forth between two barrels on opposite sides of the area and collect all the coins and bananas within the time limit. You must time your shots so you don't hit the barrel in the center; if you do, you will immediately exit the bonus area. Get all of the items and you will reveal the Puzzle Piece. Shoot into the middle barrel to collect the Puzzle Piece and exit the area.



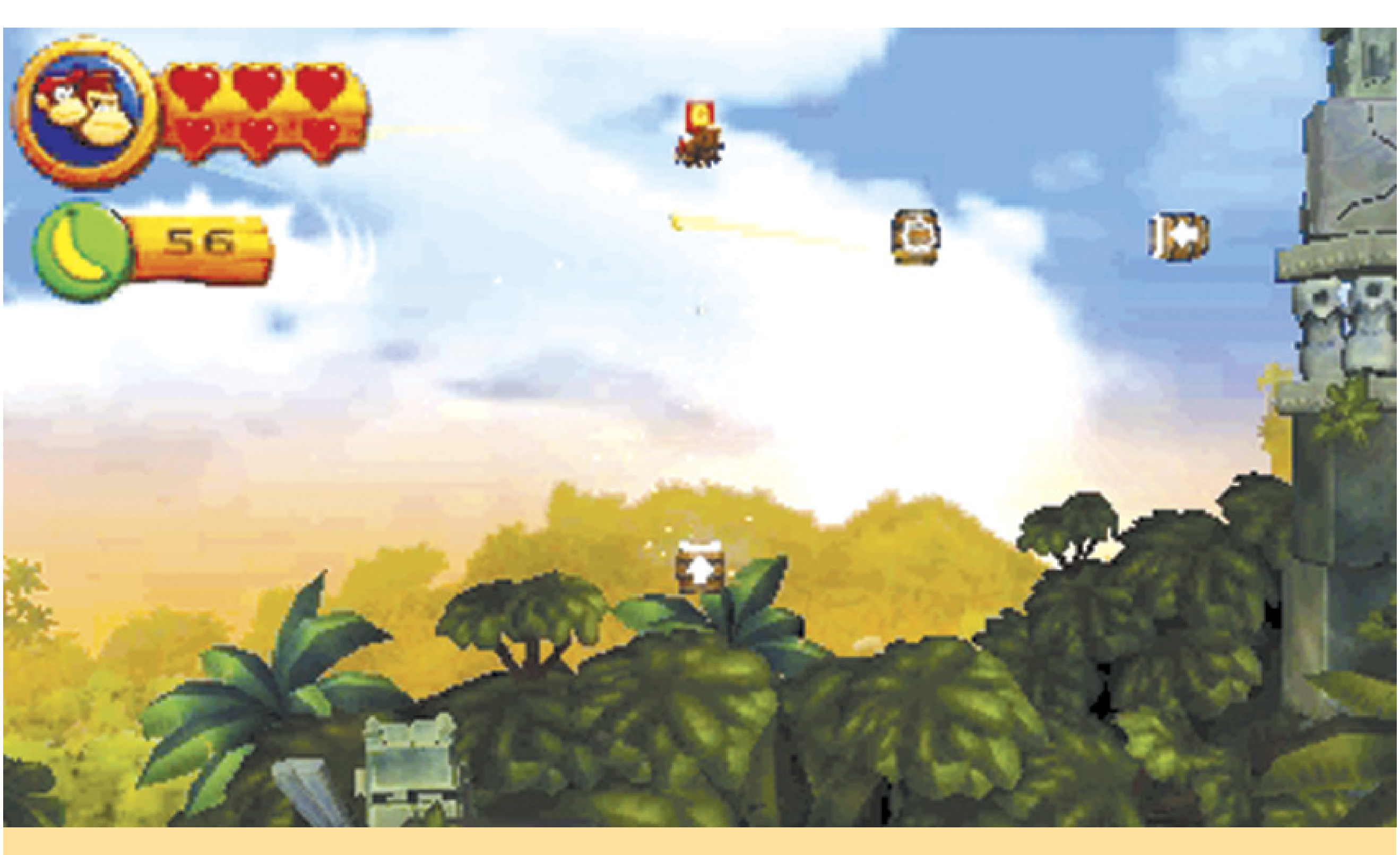
⑥ When you emerge from the bonus area, head back to the left. Get past some blue Awks and a red Rawk and pound the ground near a gourd to release another Puzzle Piece. Then head right past the checkpoint to pick up a DK Barrel. You can use it to either get another Diddy Kong or restore your health if you already have the little guy with you.



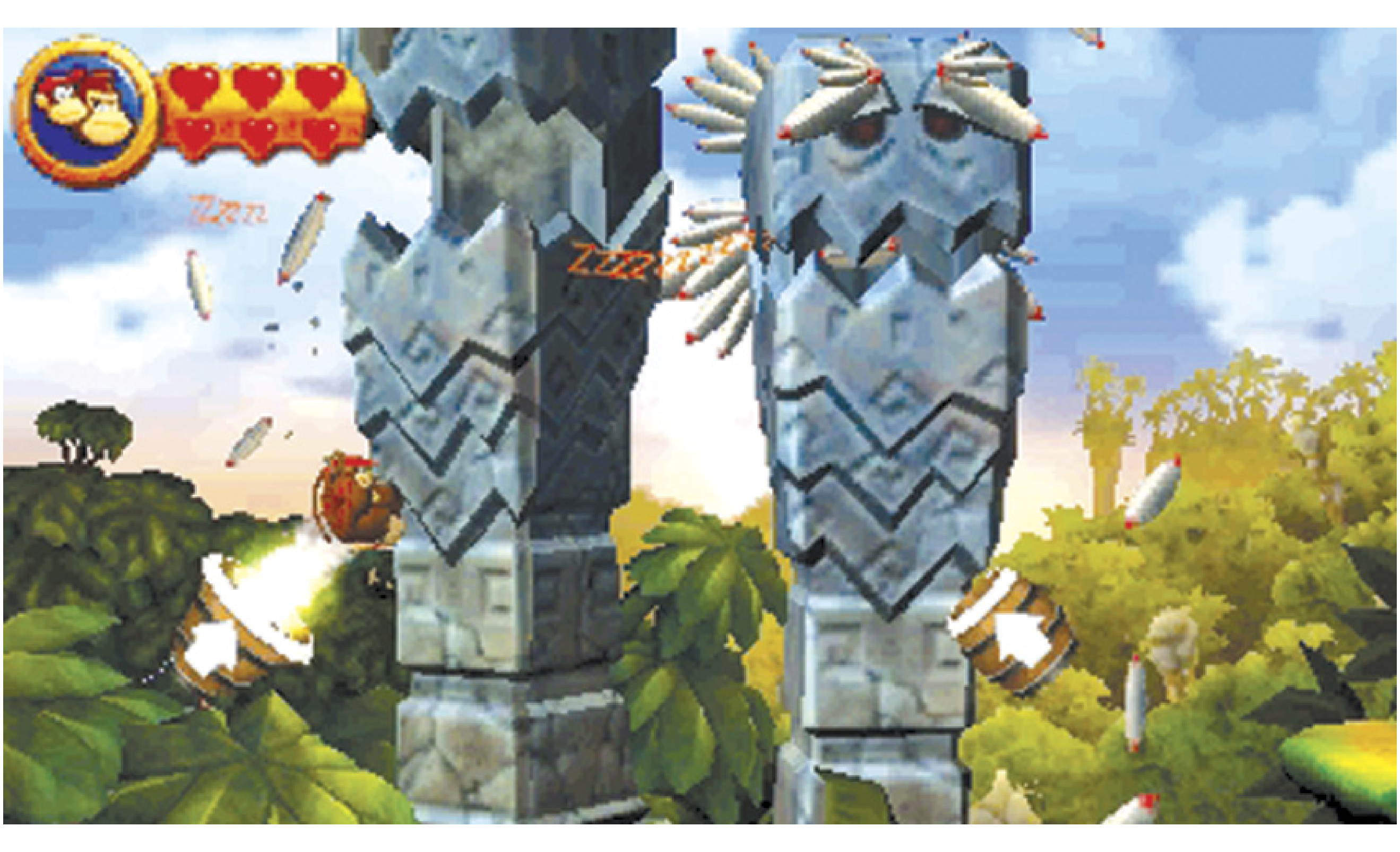
⑦ N Keep going to the right and use flower platforms to get up to another barrel. Time your shots to collect a coin and a balloon. Eventually you will reach the N KONG letter, which is rotating around a barrel along with some bananas and a Tiki Zing. Shoot when the block is two bananas away from being in front of the barrel so you can snag it as you fly through the air. Keep going from barrel to barrel, making sure to shoot at the right time to hit the next barrel.



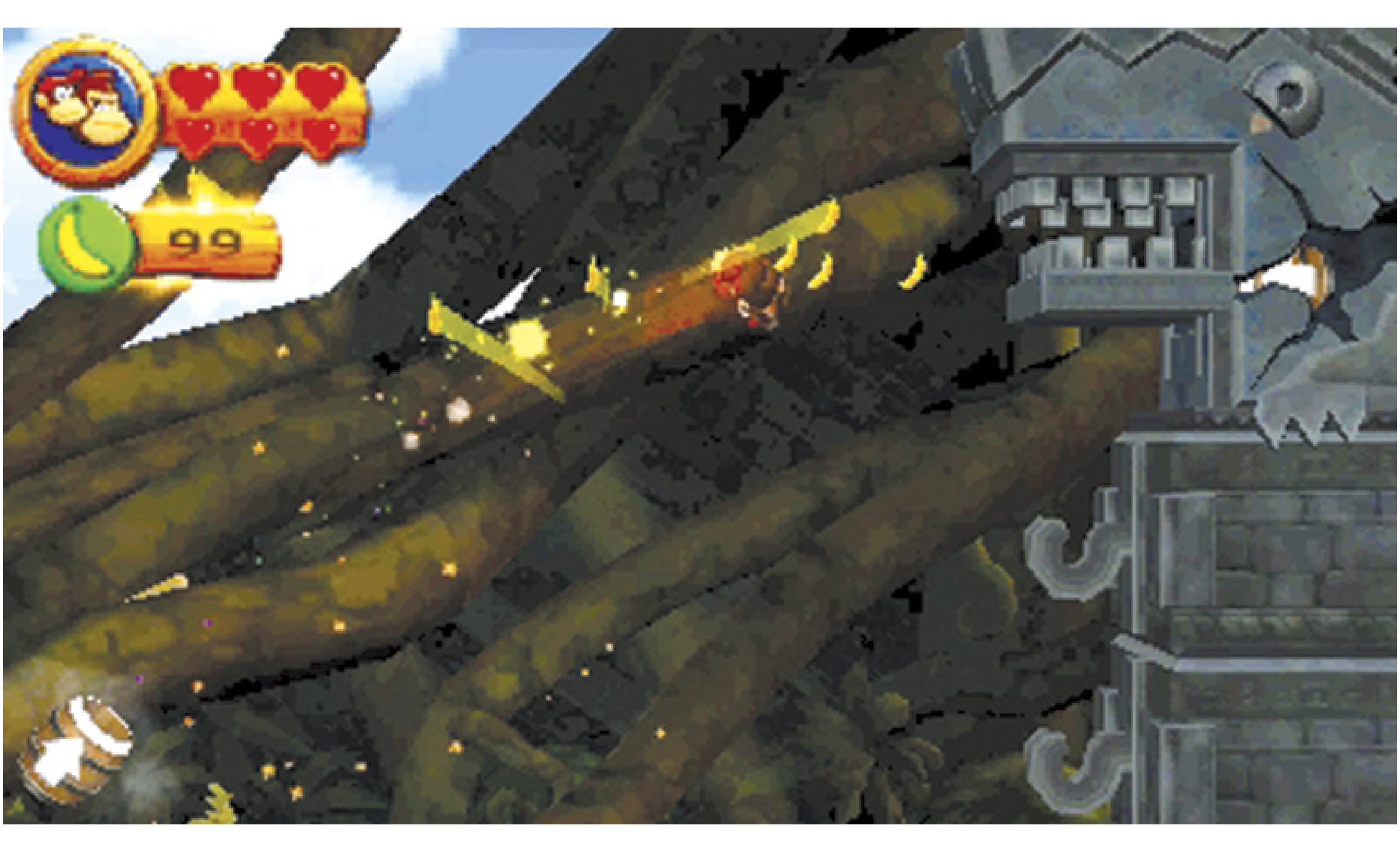
⑧ When you reach the barrel that shoots up and to the right, don't aim for the barrel at the bottom right of its movement path. Instead, aim for the banana at the top left of the path. This will shoot you into another barrel, which is initially offscreen. This then lets you shoot through a Puzzle Piece, which you can add to your collection.



⑨ G You shoot through several more barrels and arrive at the G KONG letter. Watch for the moving barrel above you. Wait for it to move past and then shoot up into the G KONG letter to spell out K-O-N-G. Now shoot yourself into the moving barrel to continue.



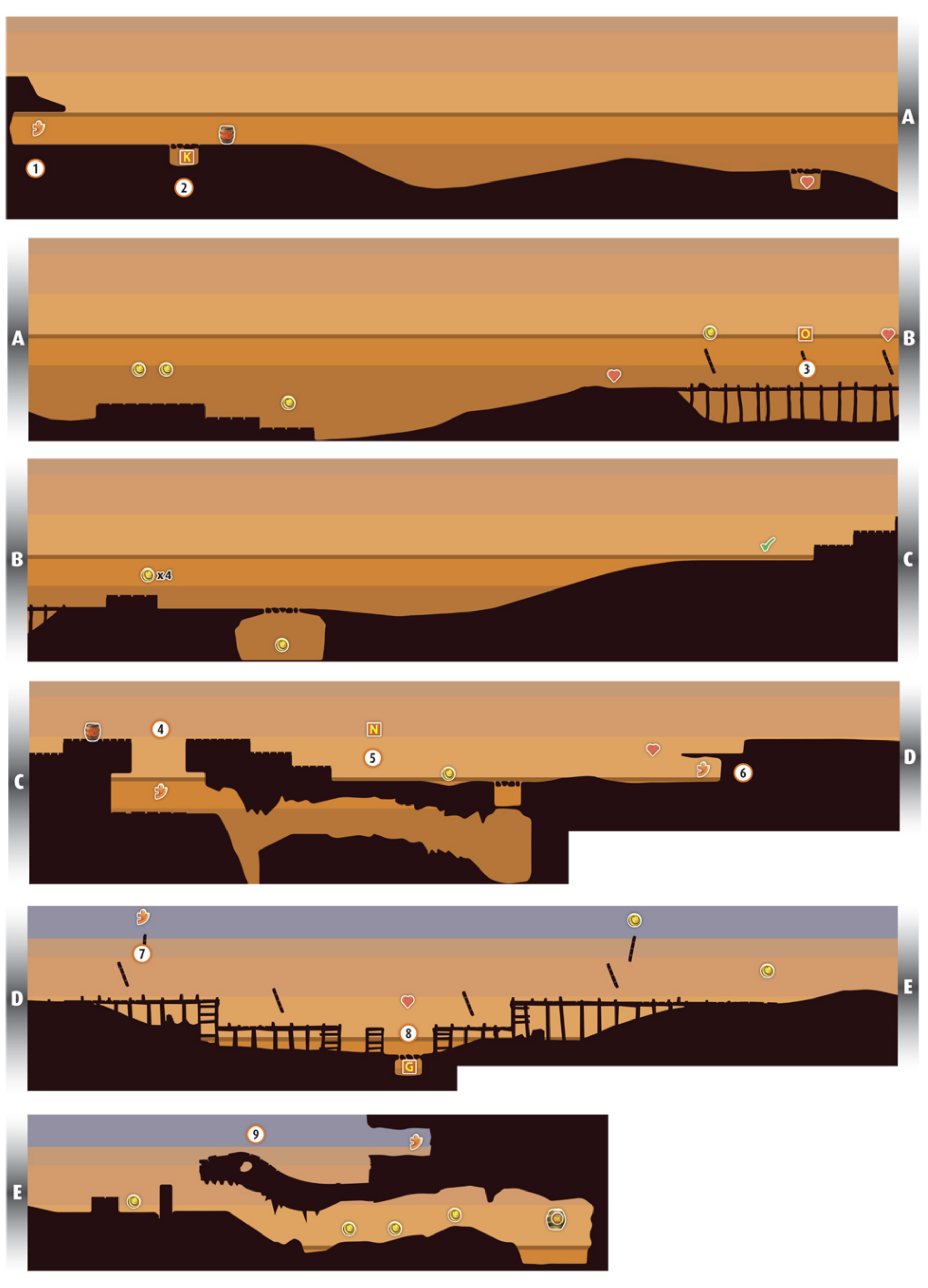
⑩ A tough spot on this level is getting past the sleeping Screaming Pillars. You must shoot from barrel to barrel quickly before the Screaming Pillars topple and fall on you. As soon as you land in one barrel, wait until it faces to the right and then shoot to the next one.

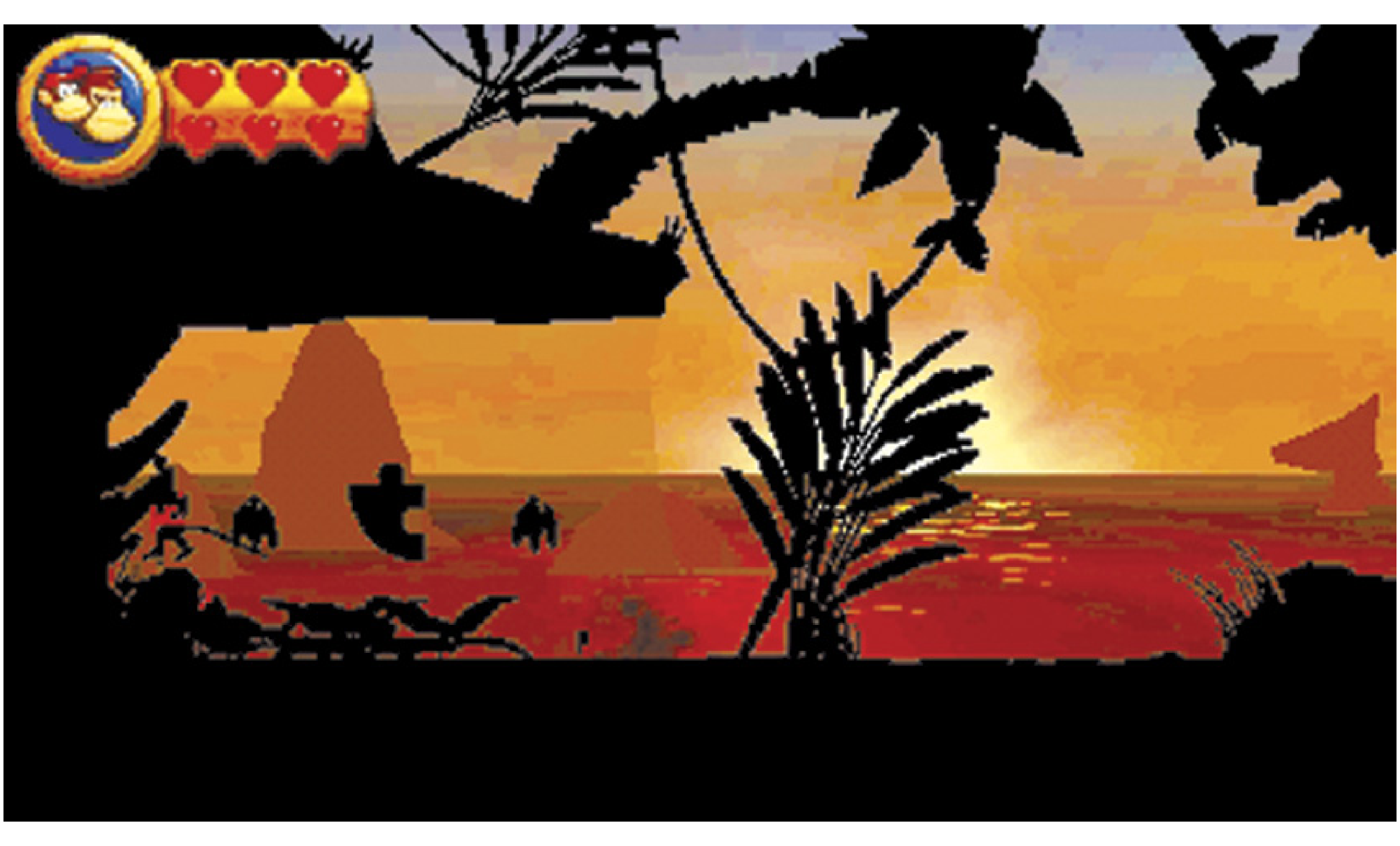


⑪ Eventually you will be in a barrel facing a giant statue. As soon as the statue opens its mouth, shoot into the barrel before the mouth closes again. Then shoot down inside the statue from barrel to barrel until you finally emerge and shoot your way into the Slot-Machine Barrel to complete the level.

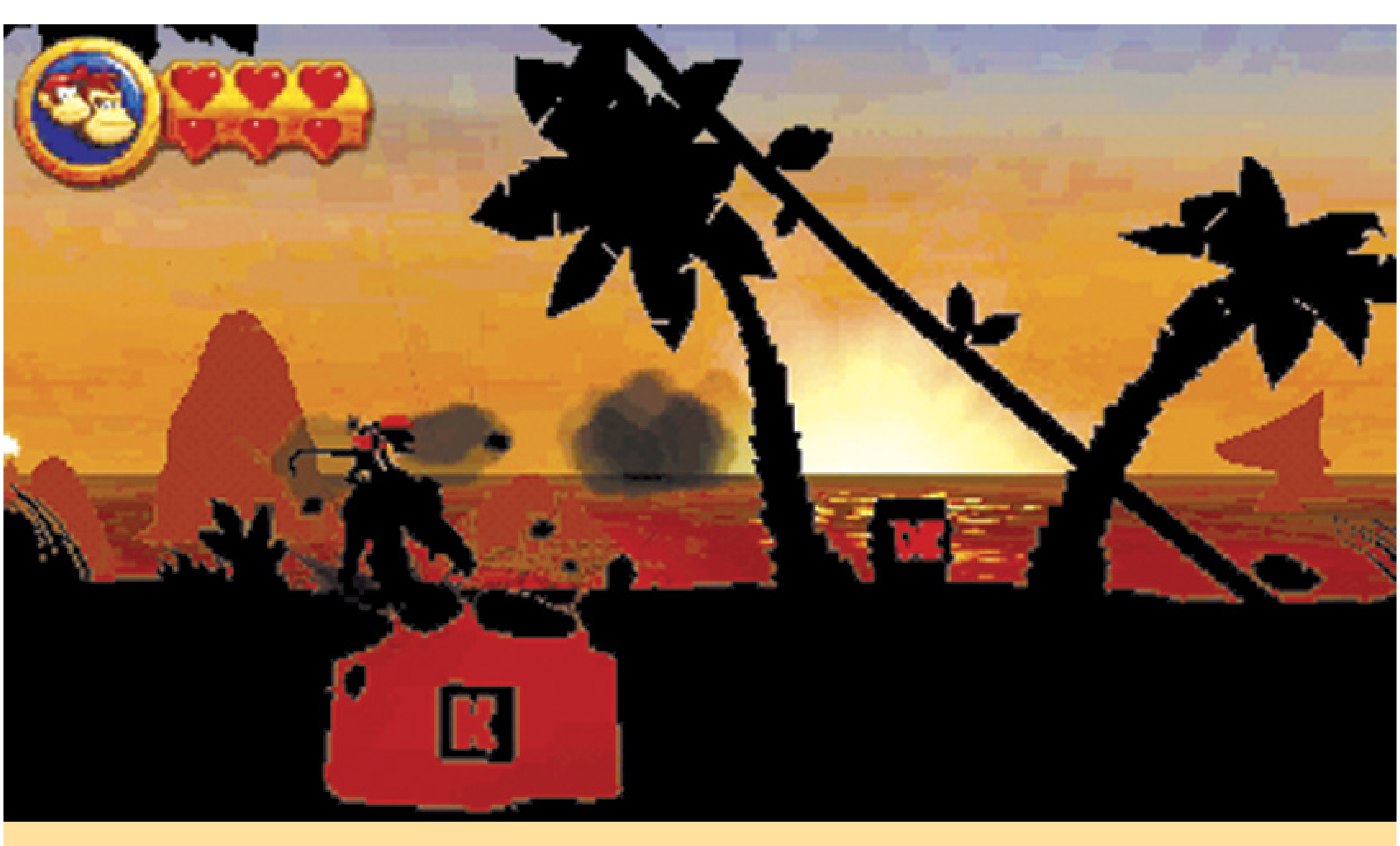
World 1

Sunset Shore





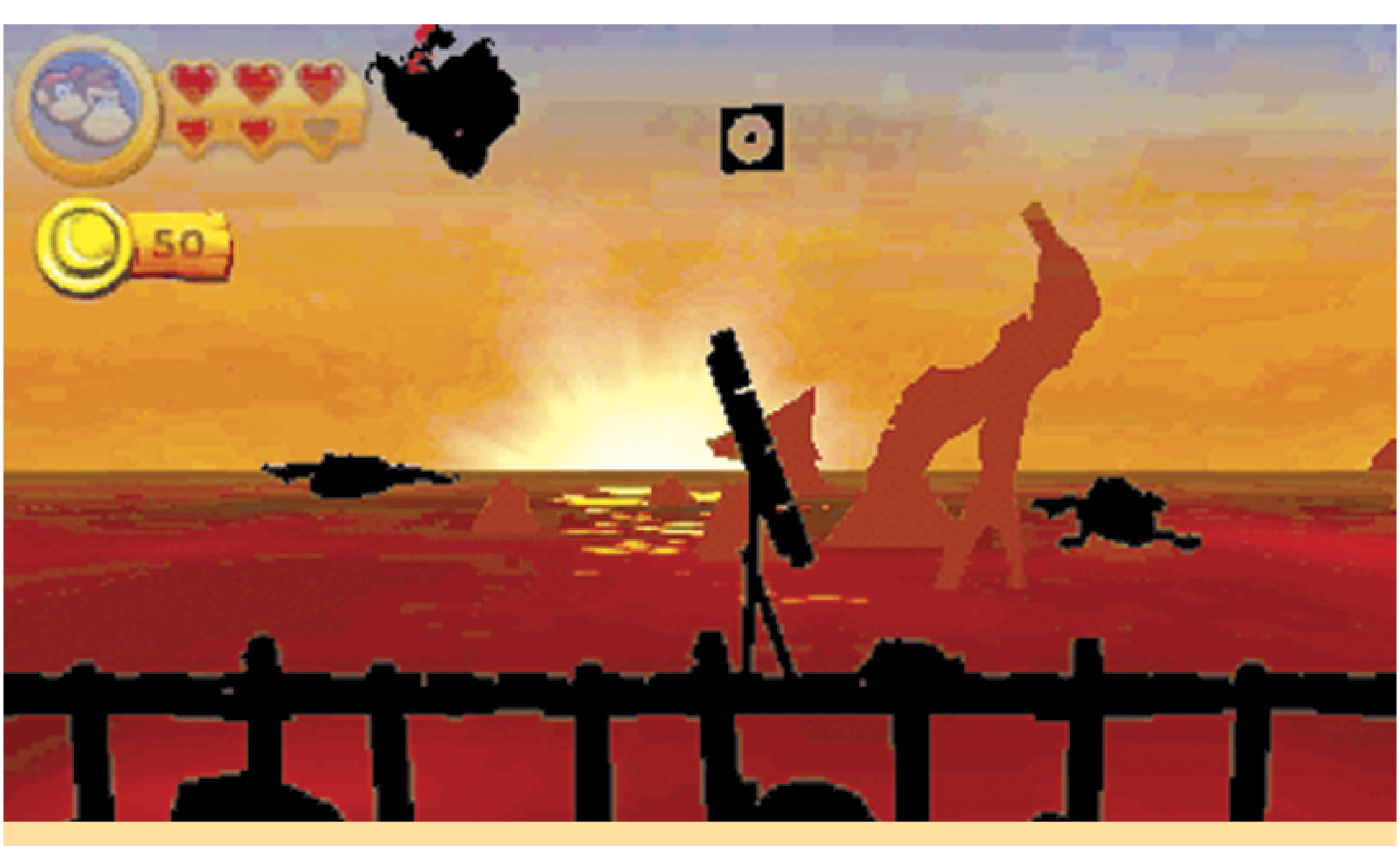
① You must pay close attention as you play through this level, since everything is silhouetted. There are no colors to help you locate goodies or enemies. The first Puzzle Piece is right at the start. Just move to the left to find it along with a couple banana bunches.



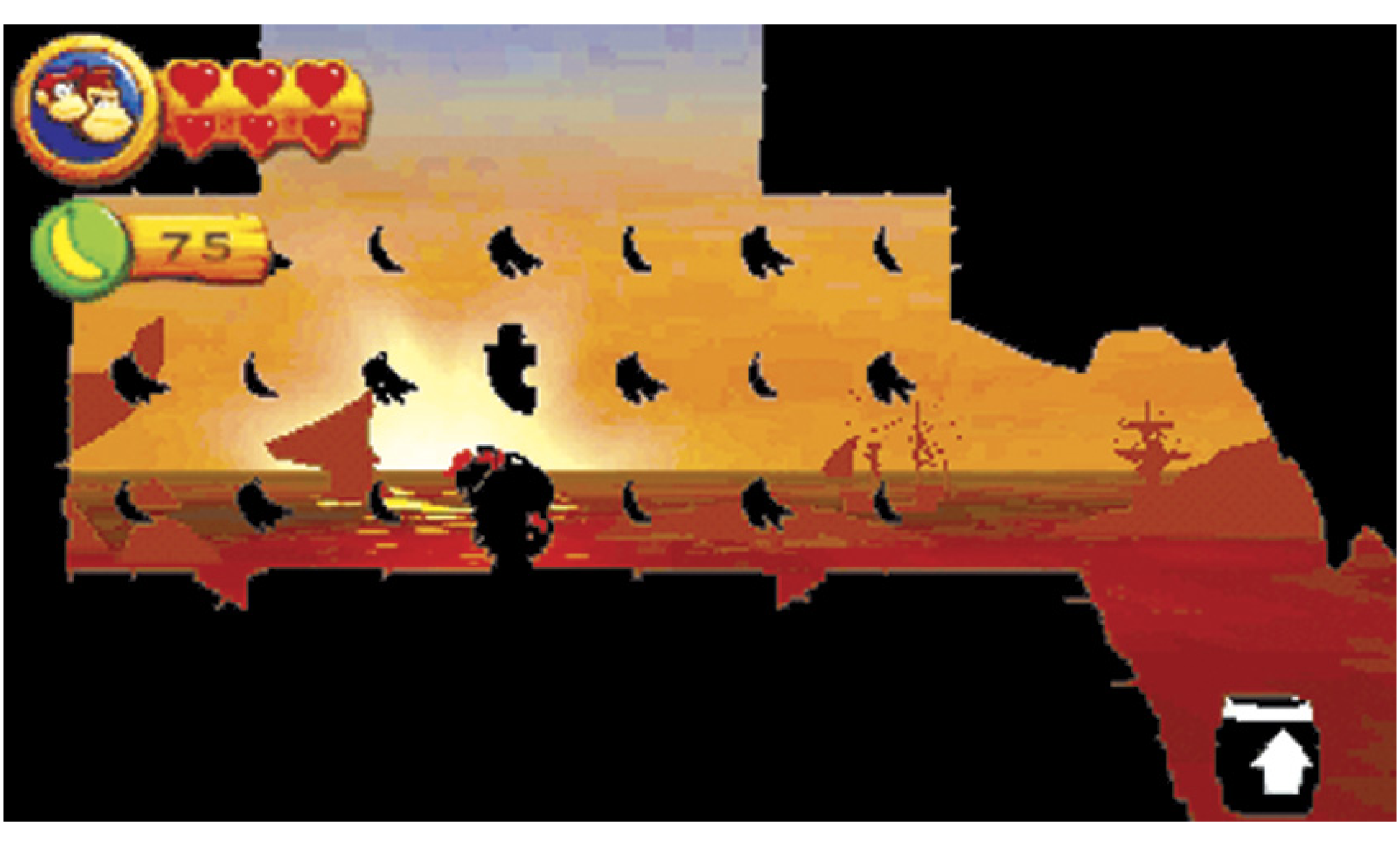
② K Make your way to the right. As you approach a DK Barrel, you can see the K KONG letter down in a pit. Pound the ground over the pit and drop down to get the block. Then jump back out and get Diddy Kong from the barrel to help you out.

Tip

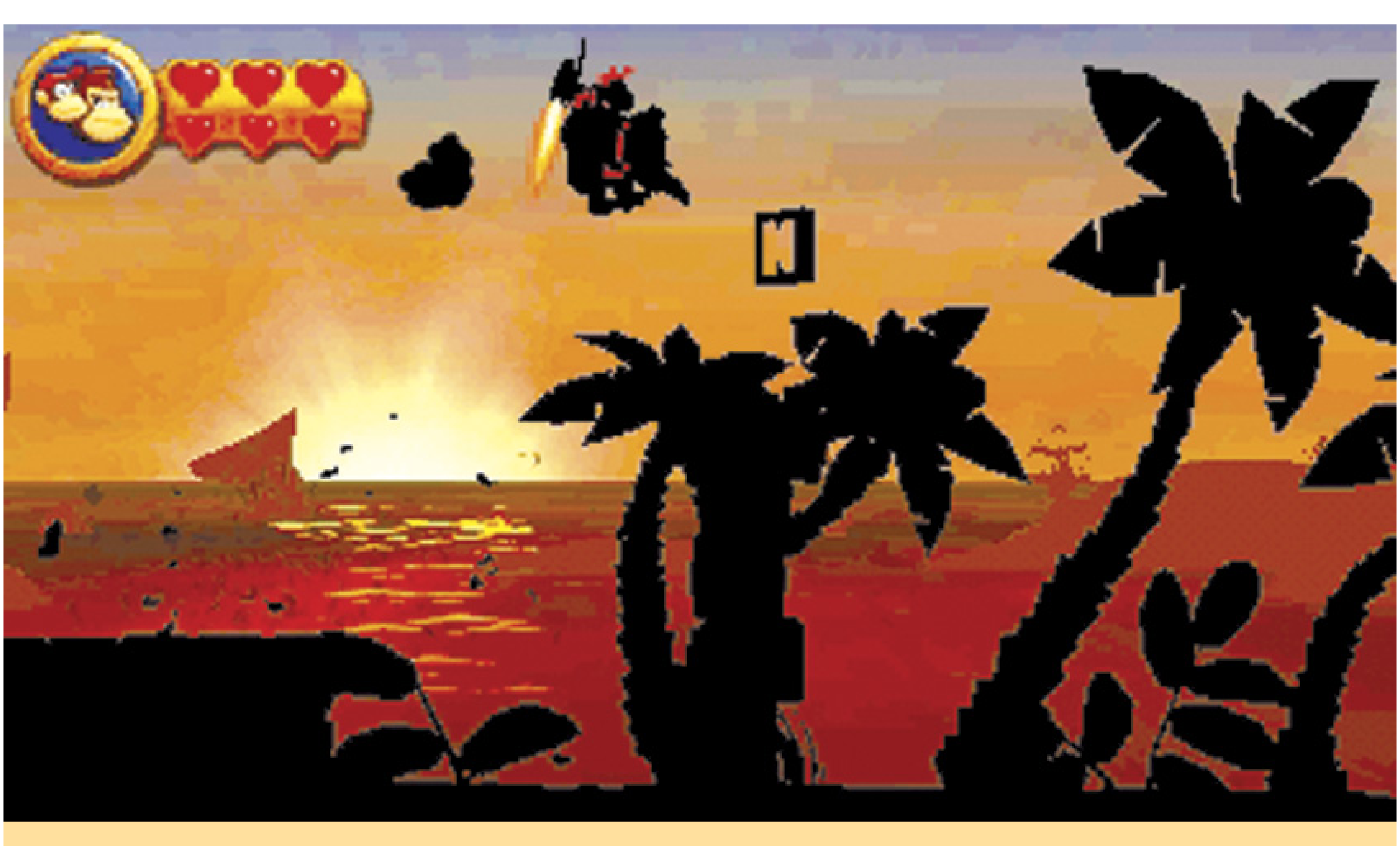
Throughout this level, you will find groups of bananas floating in the air. Collect all of the bananas in each of these groups to earn an item such as a Banana Coin, a heart, or a bunch of bananas.



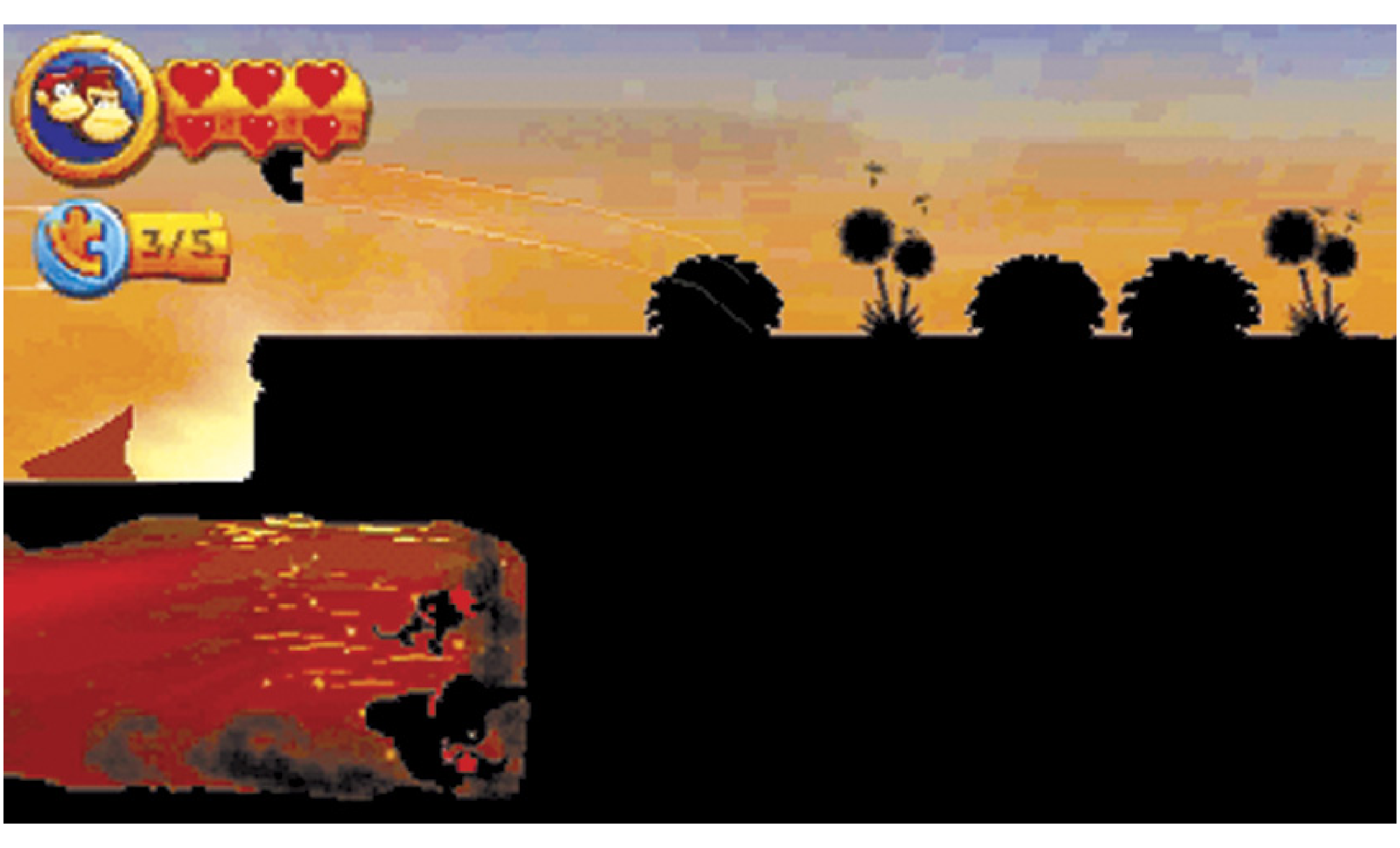
③ O Keep going to the right, collecting bananas, coins, and hearts. When you come to a wooden bridge, watch out for jumping Frogoons. There are tilted platforms above the bridge. Pound the ground below these platforms to straighten them out so you can jump onto them. You must move quickly before they tilt down again. Pick up the O KONG letter here along with a coin and a heart.



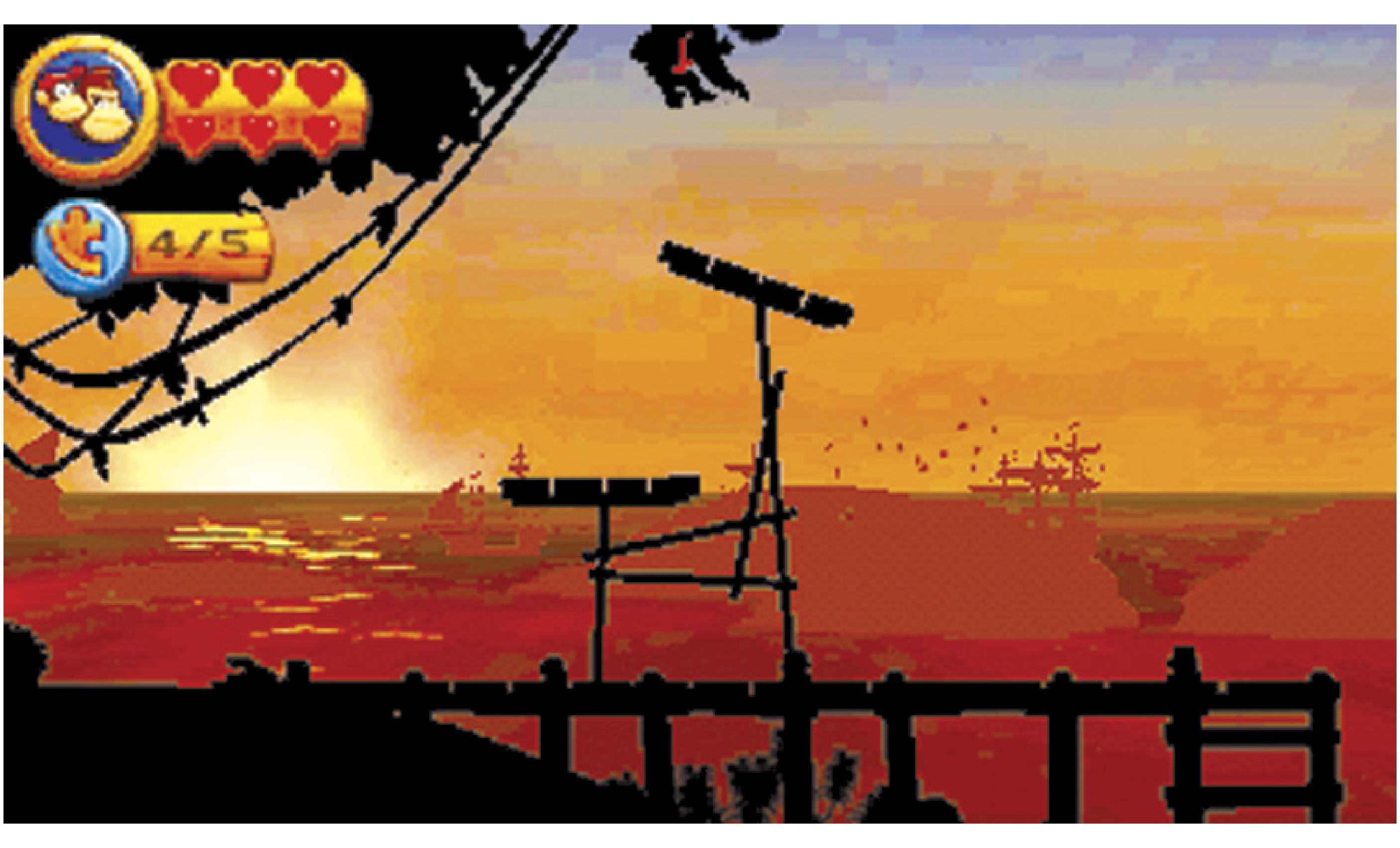
④ After you pass by the checkpoint, jump up some stone steps, watching out for a Tiki Goon as you go. At the top, stand under the arch and wait for the ground to fall away and drop into an underground chamber. Here you will find a Puzzle Piece and lots of bananas. Collect them all and then jump into a barrel to the right. This will shoot you through the ground to another barrel that then shoots you up to the ground level.



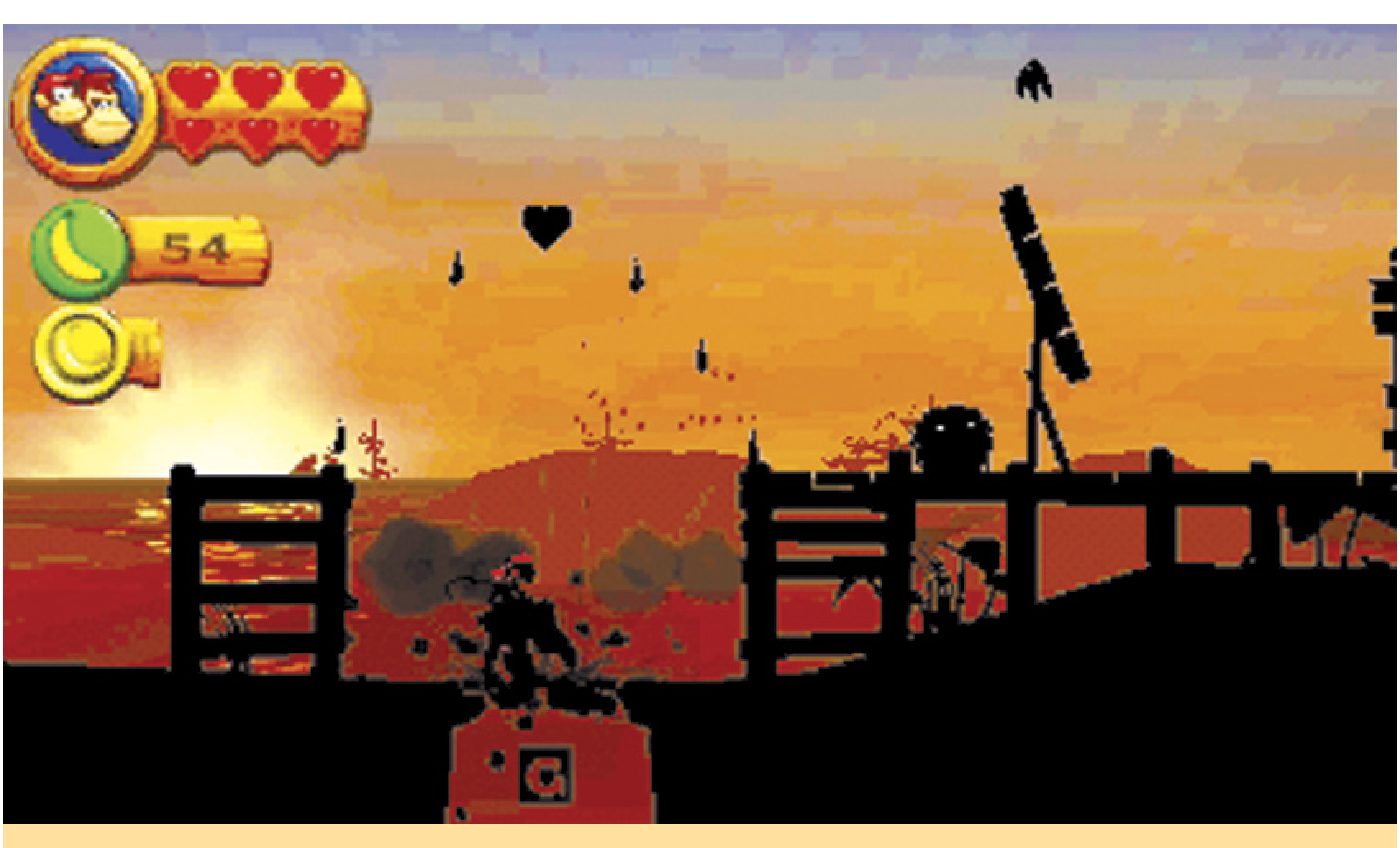
⑤ N After emerging from the underground chamber, head back to the left. Jump onto the first stone step, knocking out the Tiki Goon there, then jump up and to the right to get the N KONG letter.



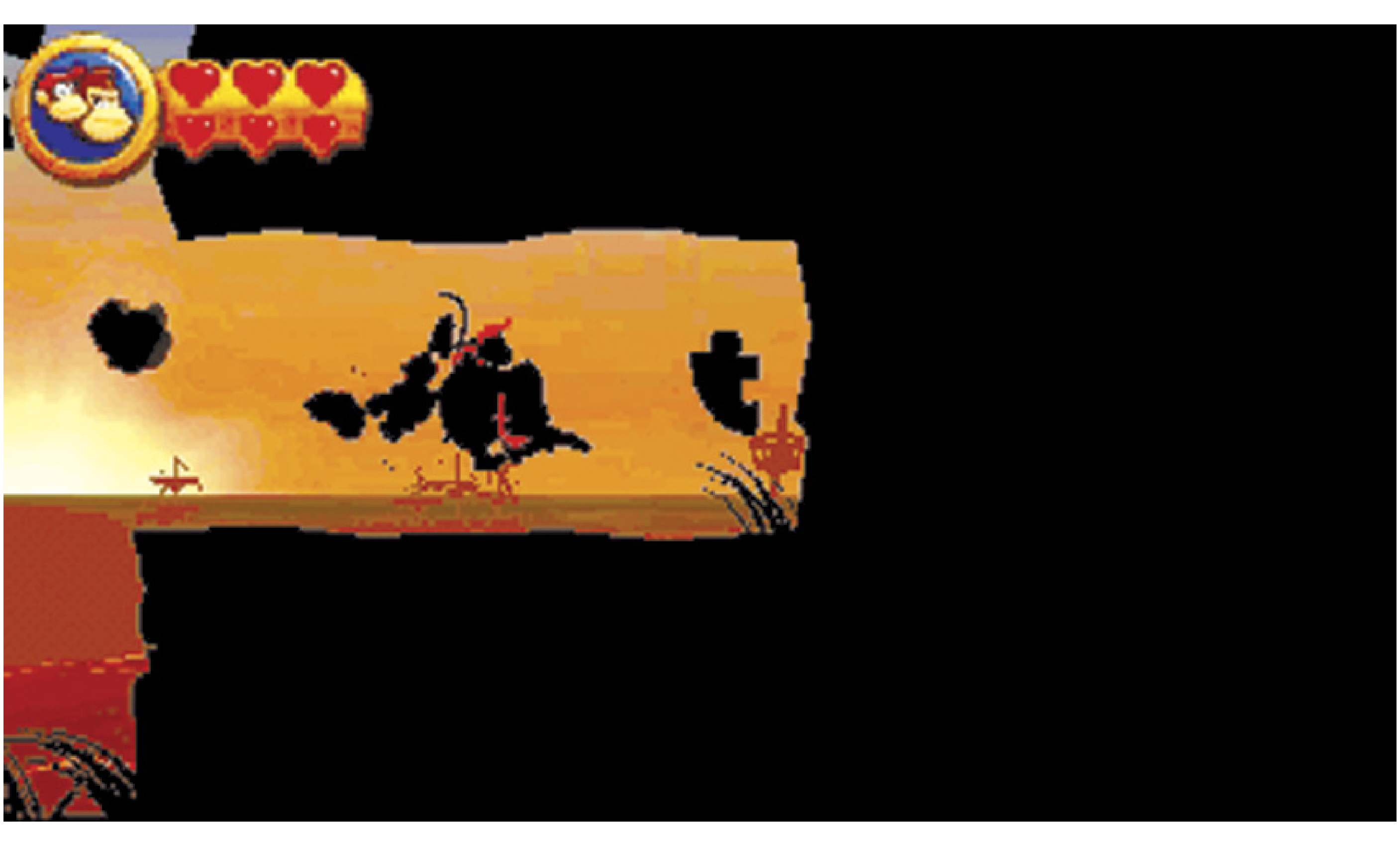
⑥ Head right and roll-attack your way through enemies along the way. When you find a circle of bananas, collect them all to get a heart. Then move into the alcove underneath the jumping Frogoon. Keep moving right to find a hidden area with a Puzzle Piece inside.



⑦ Continue to the right, knocking out Frogoons, Tiki Goons, and Mimics as you go. As you walk out onto a wooden walkway, pound the ground below a couple tilted platforms to level them out. Next, quickly jump to the top one so you can grab a Puzzle Piece before the platforms tilt back again.



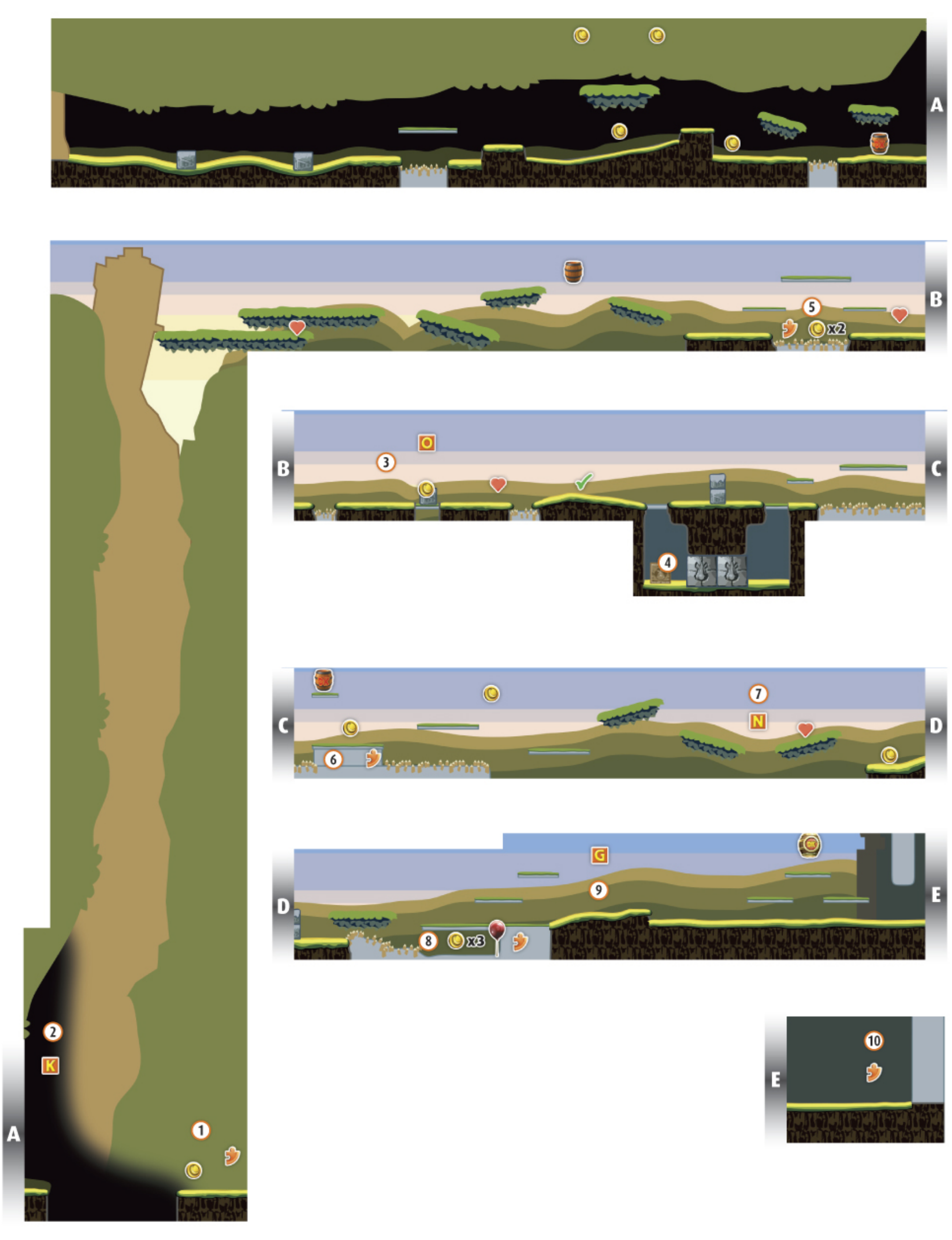
⑧ G As you move along the wooden walkway, look for an arch of bananas with a heart at the top. Collect them all, then drop to the ground. Pound your way into a pit, where you can pick up the G KONG letter.

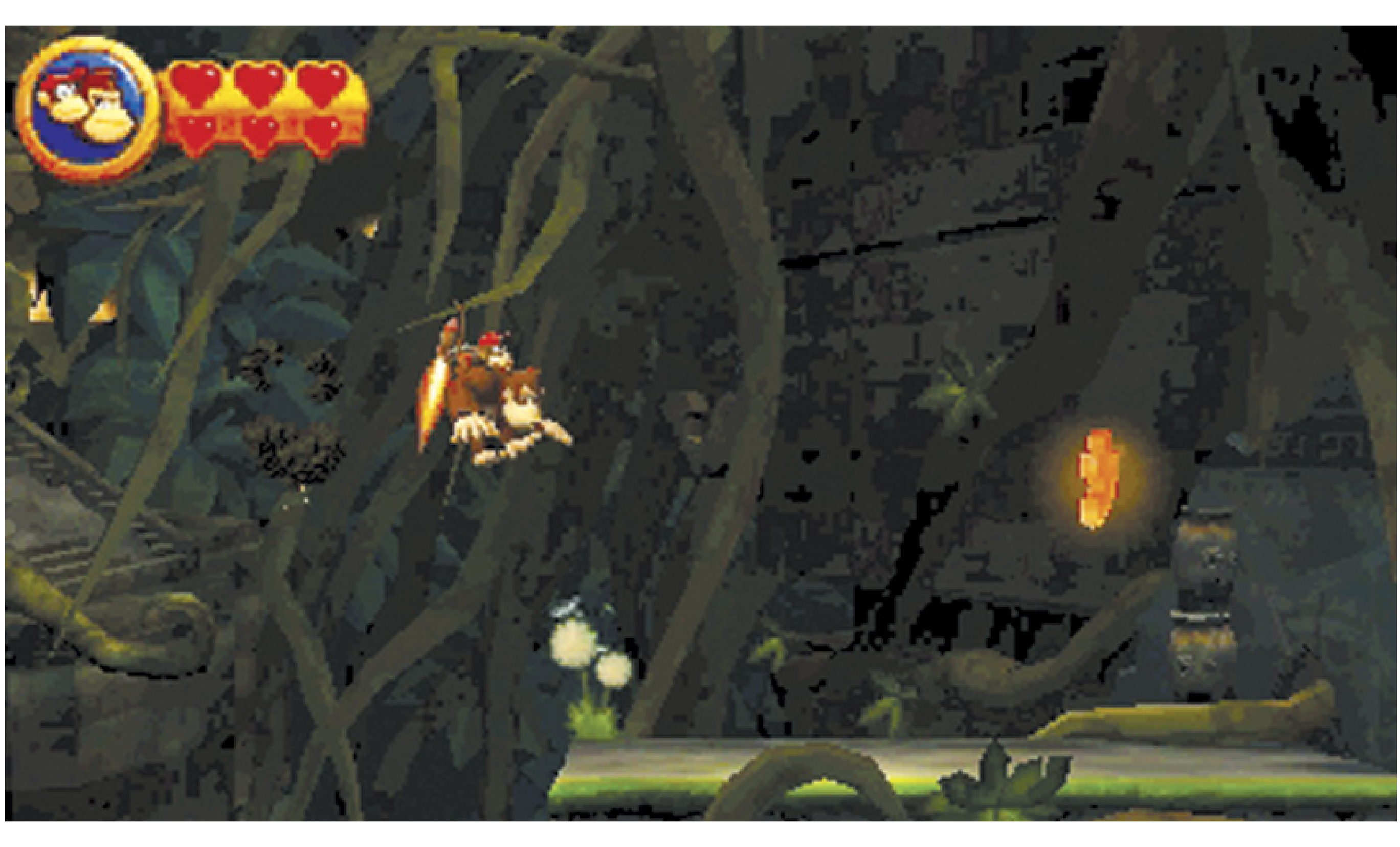


⑨ As you near the level’s end, jump onto a Screaming Pillar of stone blocks. Don’t pound it just yet. Instead, use it to jump onto the head of the stone dragon and then move to the far right. At the level’s far end, jump up into a hidden area and collect the final Puzzle Piece. Now head back and pound the Screaming Pillar to open a cave. Move through it. Pound all the gourds inside for some Banana Coins and other goodies before you reach the Slot-Machine Barrel, completing the level.

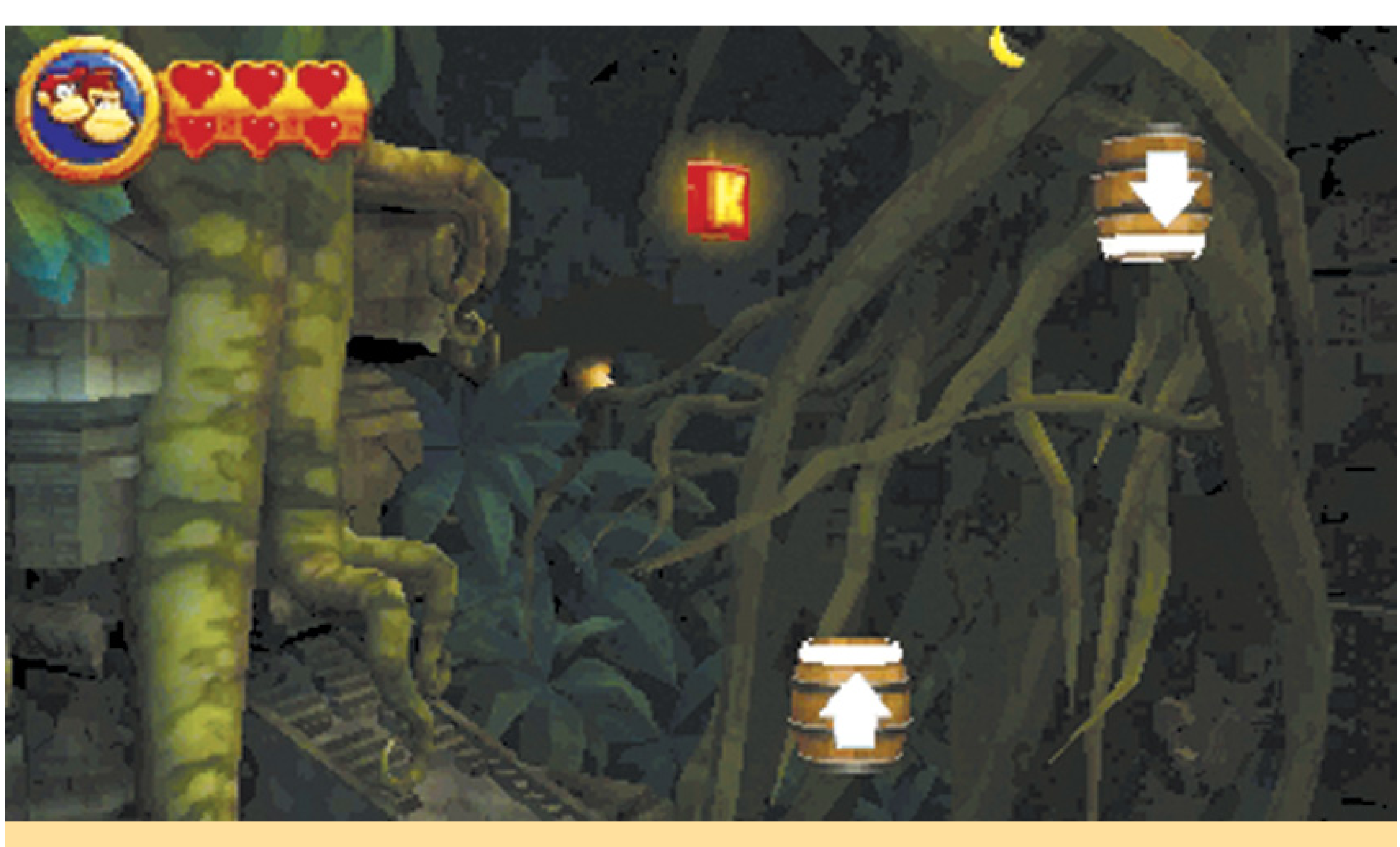
World 1

Tree Top Bop

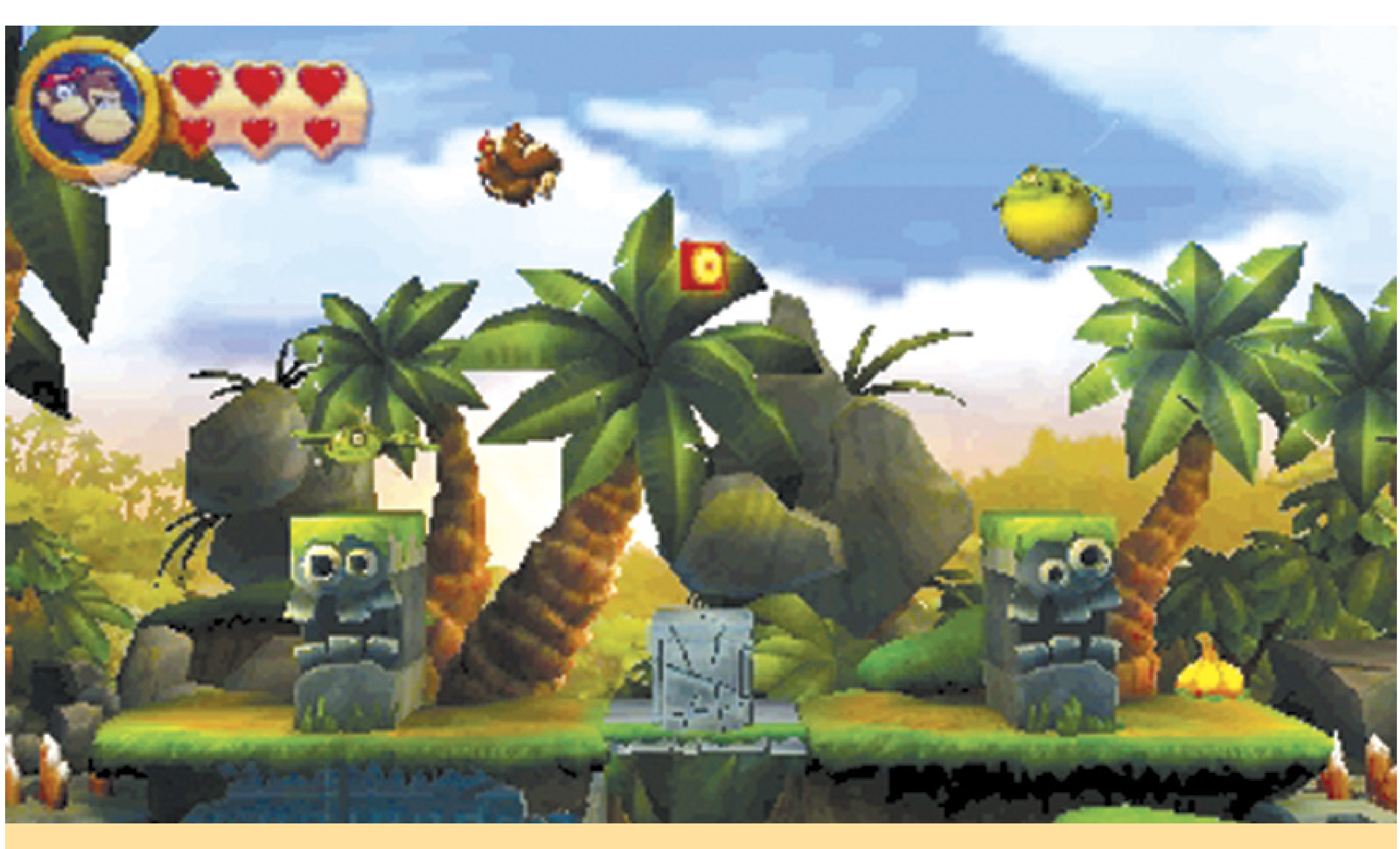




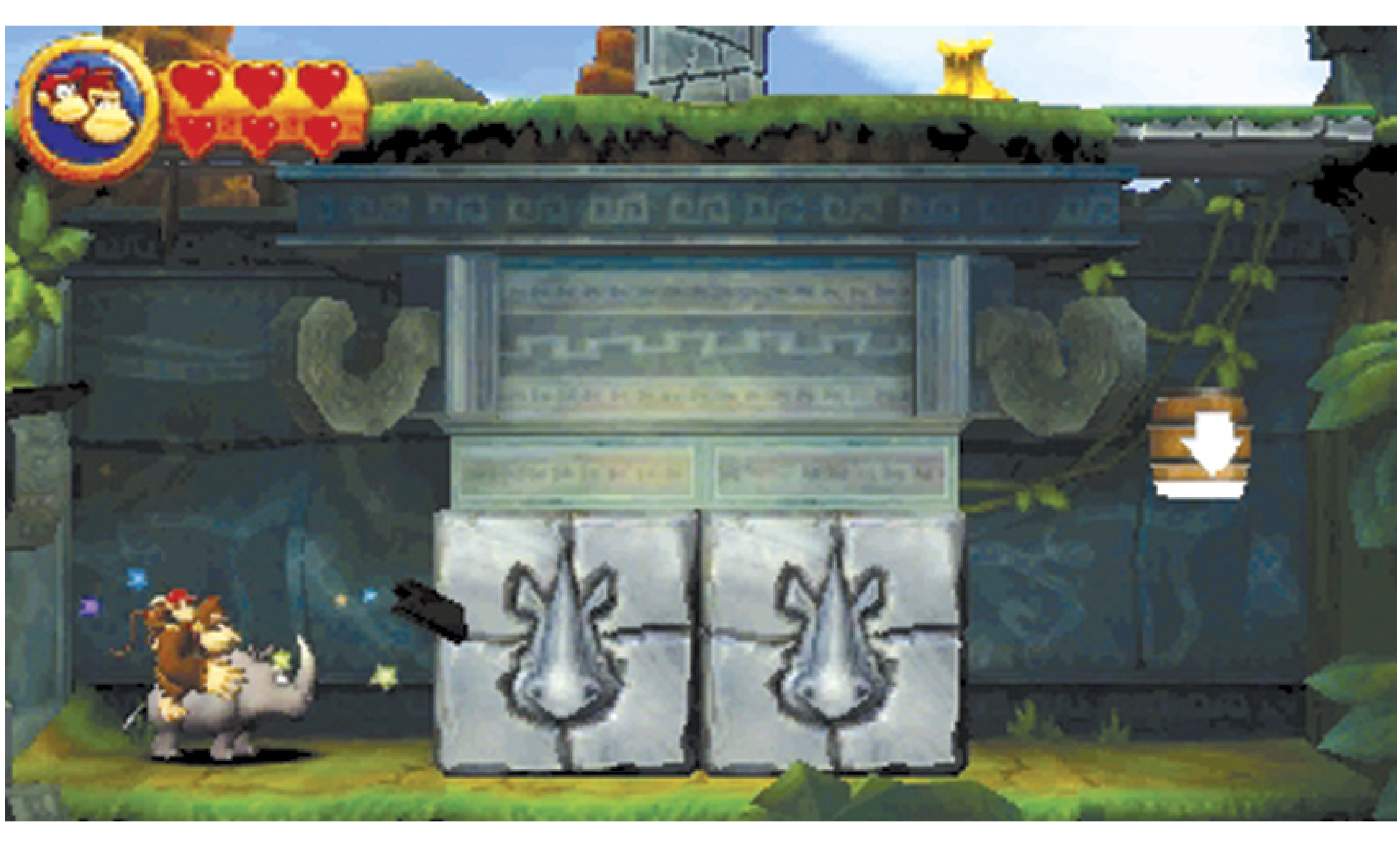
① Make your way to the right, jumping onto blue Awks and Tiki Dooms as you go. When you reach the edge, pick up the DK Barrel. You don't need Diddy Kong to get the first Puzzle Piece but it is easier with him. So, once you have him, run to the edge and hover-jump across the gap to a platform on the opposite side, where you will find the Puzzle Piece. Hover-jump back to the main level to continue.



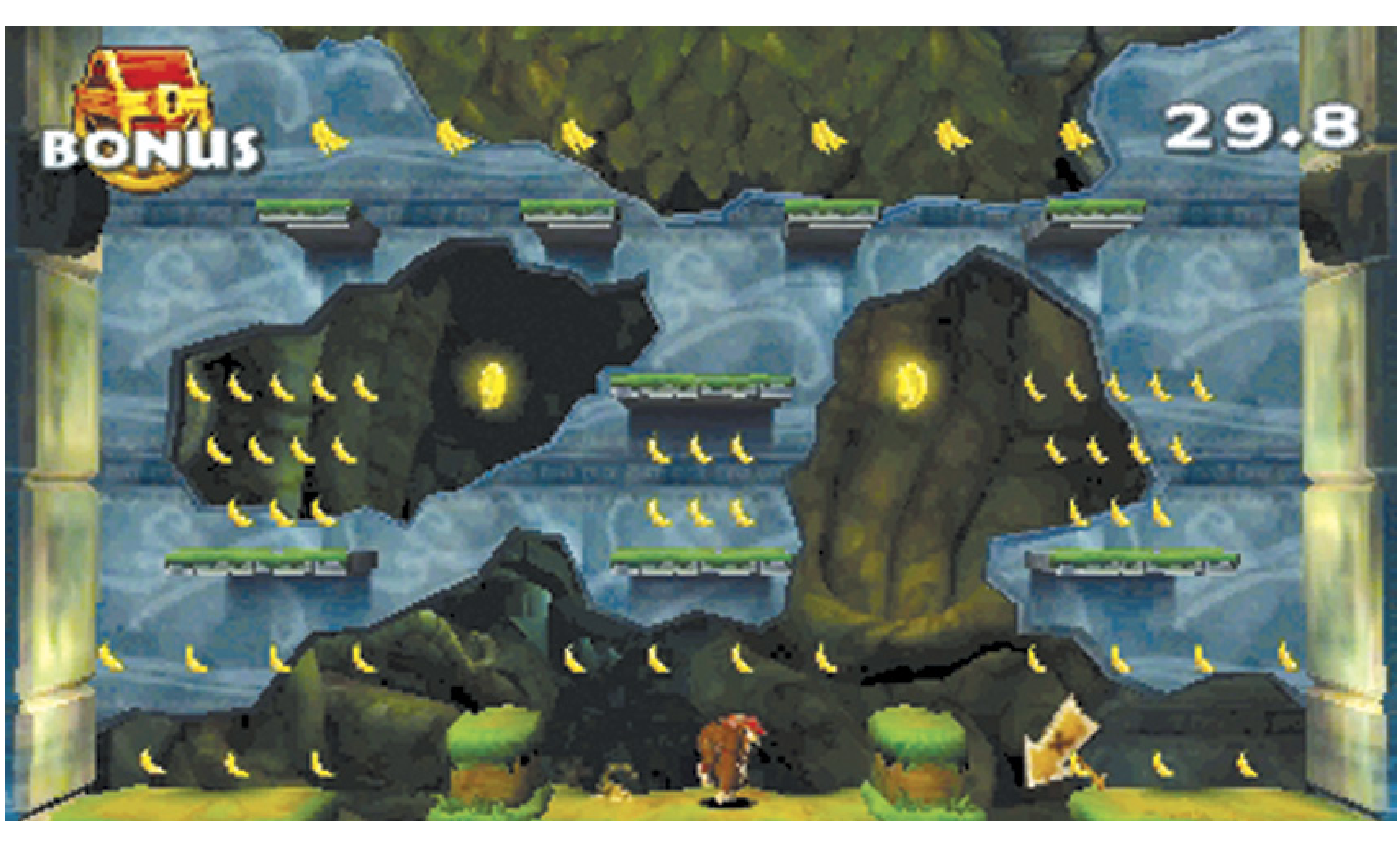
② Head up the tilting tree on the right side near the edge. From there jump into the floating barrel. It will move back and forth from left to right. When you are under the K KONG letter, shoot out of the barrel to collect it. When you drop back into the barrel, shoot yourself up into the other barrel to the right of the K KONG letter. It will then shoot you up to the next part of the level.



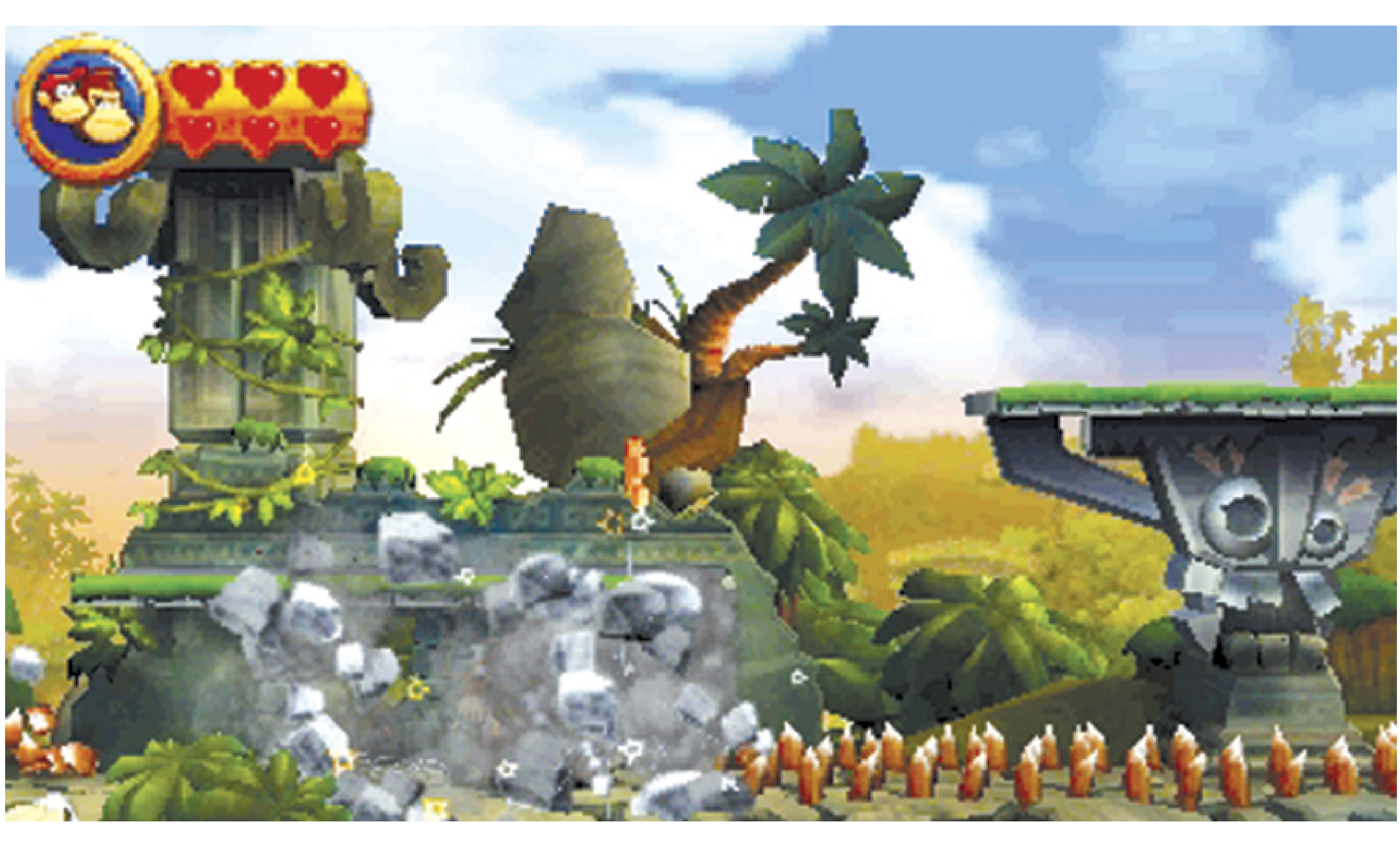
③ On the top part of the level, venture across several tilting treetops and continue to where you see a jumping Frogoon on a Screaming Pillar. Watch how it jumps high and then low. Time it so you jump over the Screaming Pillar and under the Frogoon as it is jumping high. From the Screaming Pillar, jump across to grab the O KONG letter and then keep moving to the right.



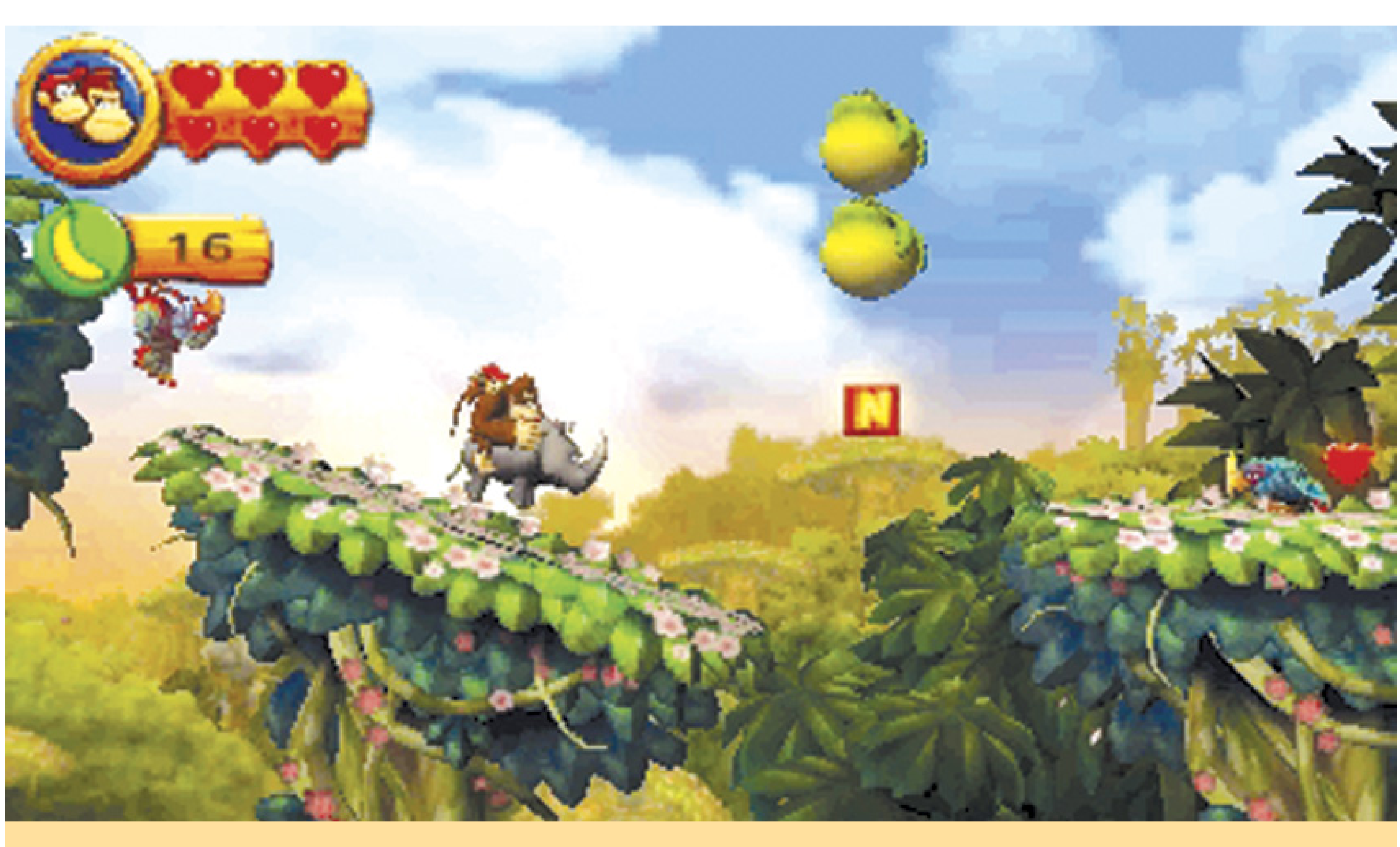
④ Just past the checkpoint, pound a trapdoor to drop into an underground chamber. Pound on the Rambi crate to release Rambi. Ride it through the two stone Rambi blocks and then jump onto the barrel so you can return to the surface.



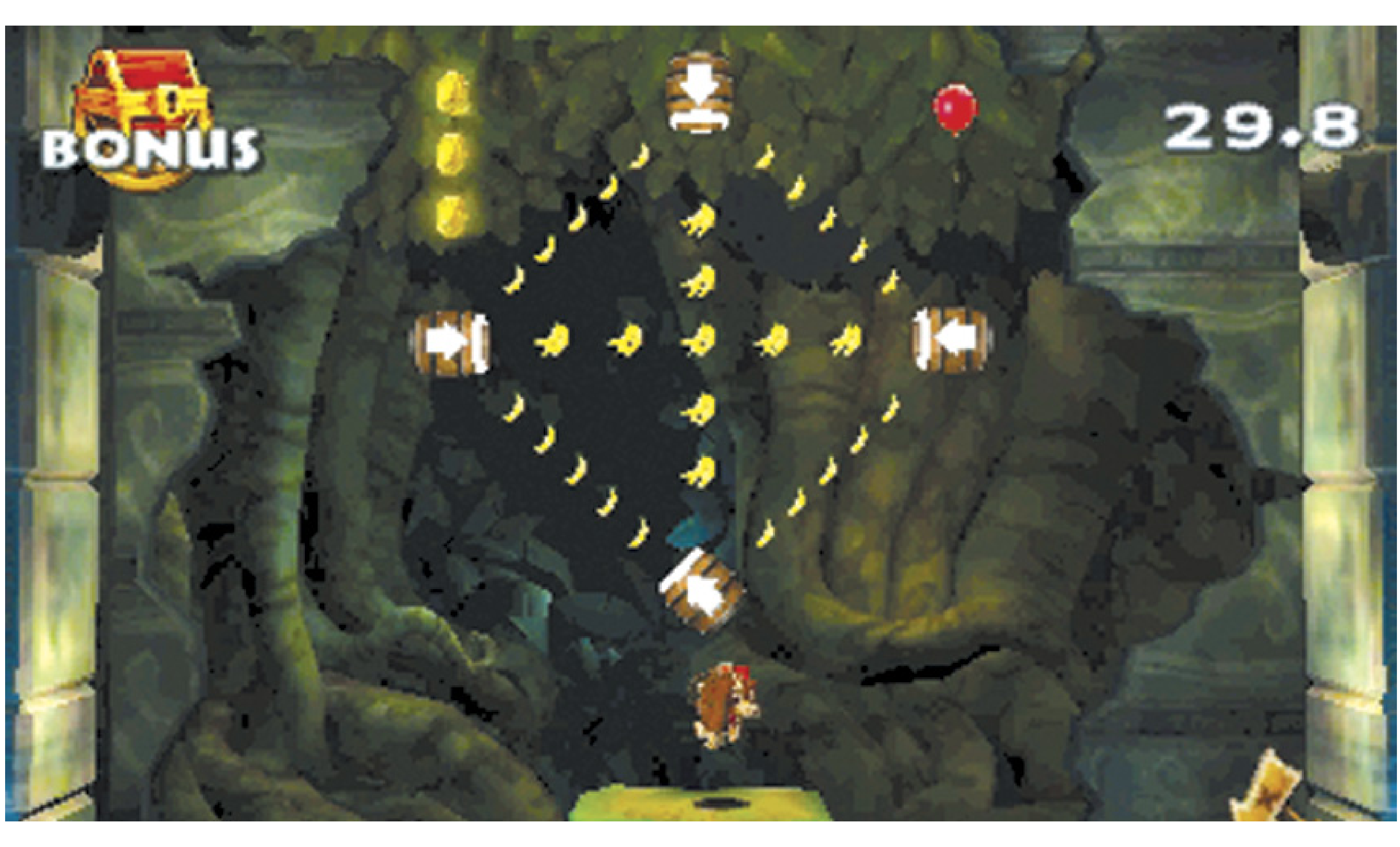
⑤ On Rambi, head left to the pit of spikes under the blue Awks. Rambi will clear spikes as he walks over them. Pound on the Rambi block to drop into a bonus area. Here you must clear out two coins and lots of bananas before the timer runs out. Start at the top and then work your way down to get them all. If you clear it in time, you will get another Puzzle Piece.



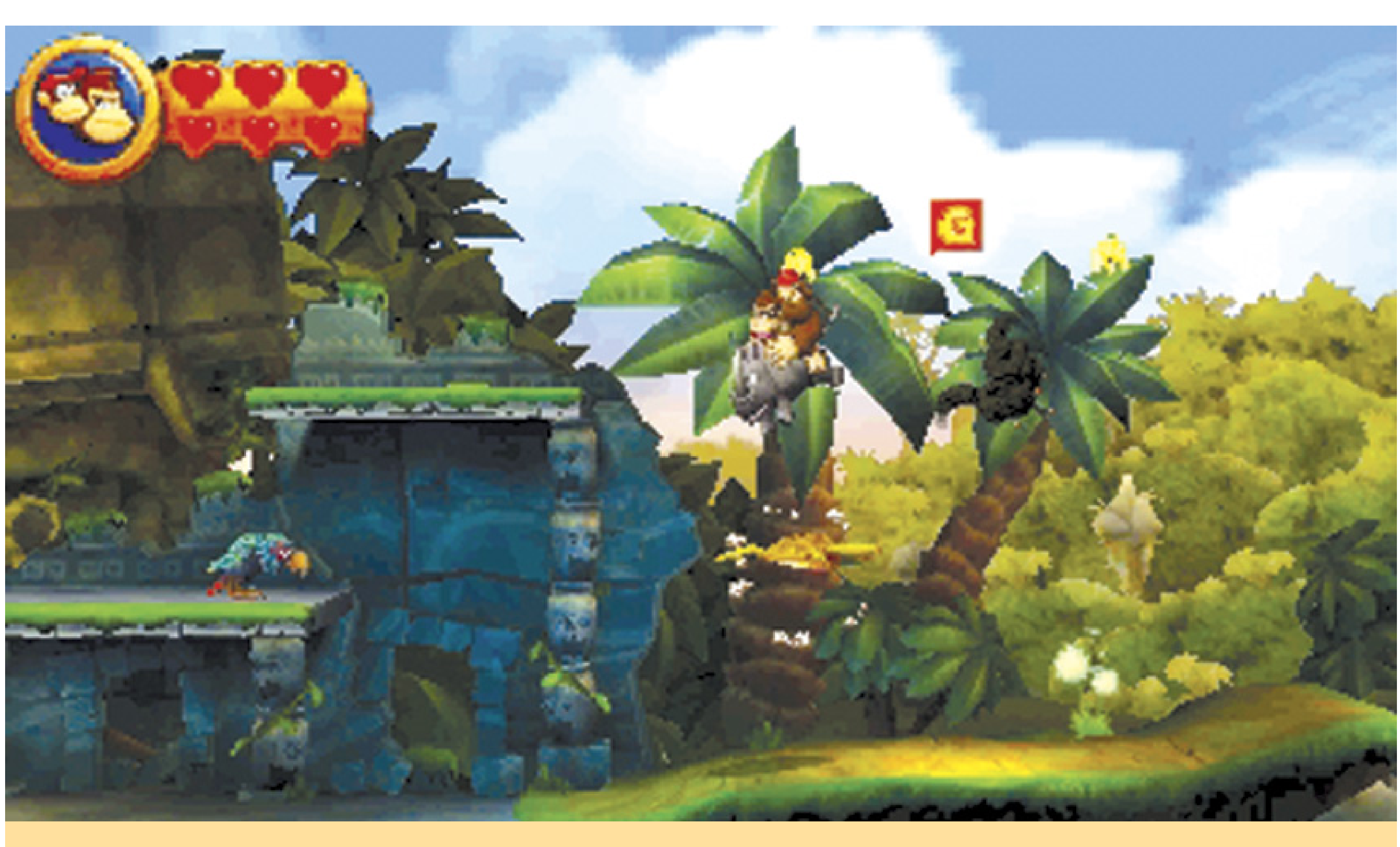
⑥ Ride to the right. You can still jump onto platforms while riding Rambi. You can find the next Puzzle Piece by crashing through the stone blocks underneath the platform where a Tiki Doom and a couple blue Awks are located. Jump onto the platform to grab the Puzzle Piece.



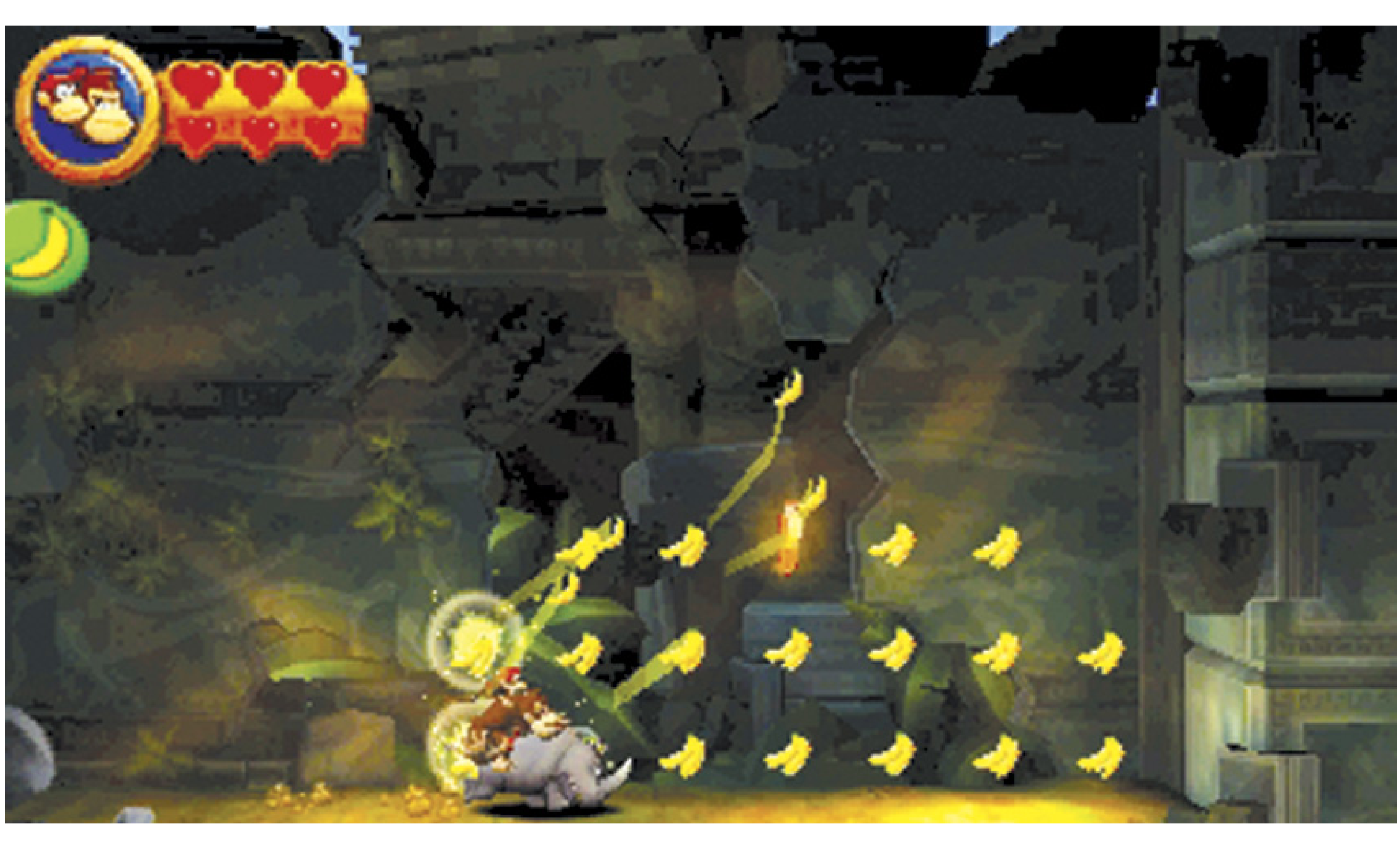
⑦ Jump onto the tilting platforms and then continue moving right. You must jump across tilting treetops as well. When you see the N KONG letter, time your jump so you can hit it as you go to the next treetop. If you have Rambi, you don't have to worry about the Frogoons, since they can't hurt you.



⑧ Keep going right. Be careful as you jump over the Flaming Tiki Buzz. He can knock you off Rambi. If this happens, quickly climb back down to the ground before he runs away. You need Rambi to get the next Puzzle Piece. Crash through the spike pit and then through some stone blocks to enter another bonus area. Jump into a barrel and shoot yourself to other barrels. These will turn to face different directions when you are inside. Collect a balloon, three coins, and all the bananas to reveal the Puzzle Piece.



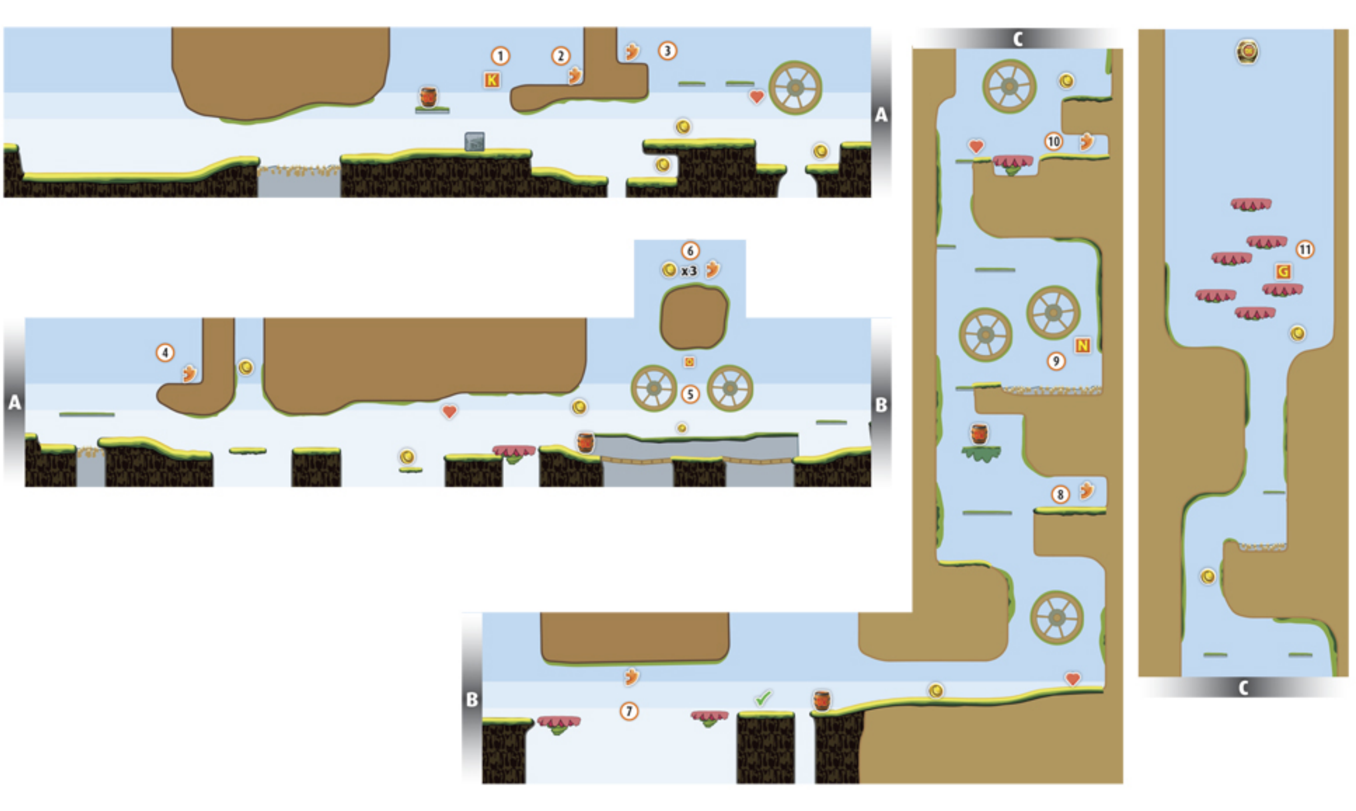
⑨ When you emerge from the bonus area, head left. Get onto the high platform, and from there jump over to get the G KONG letter to complete K-O-N-G.

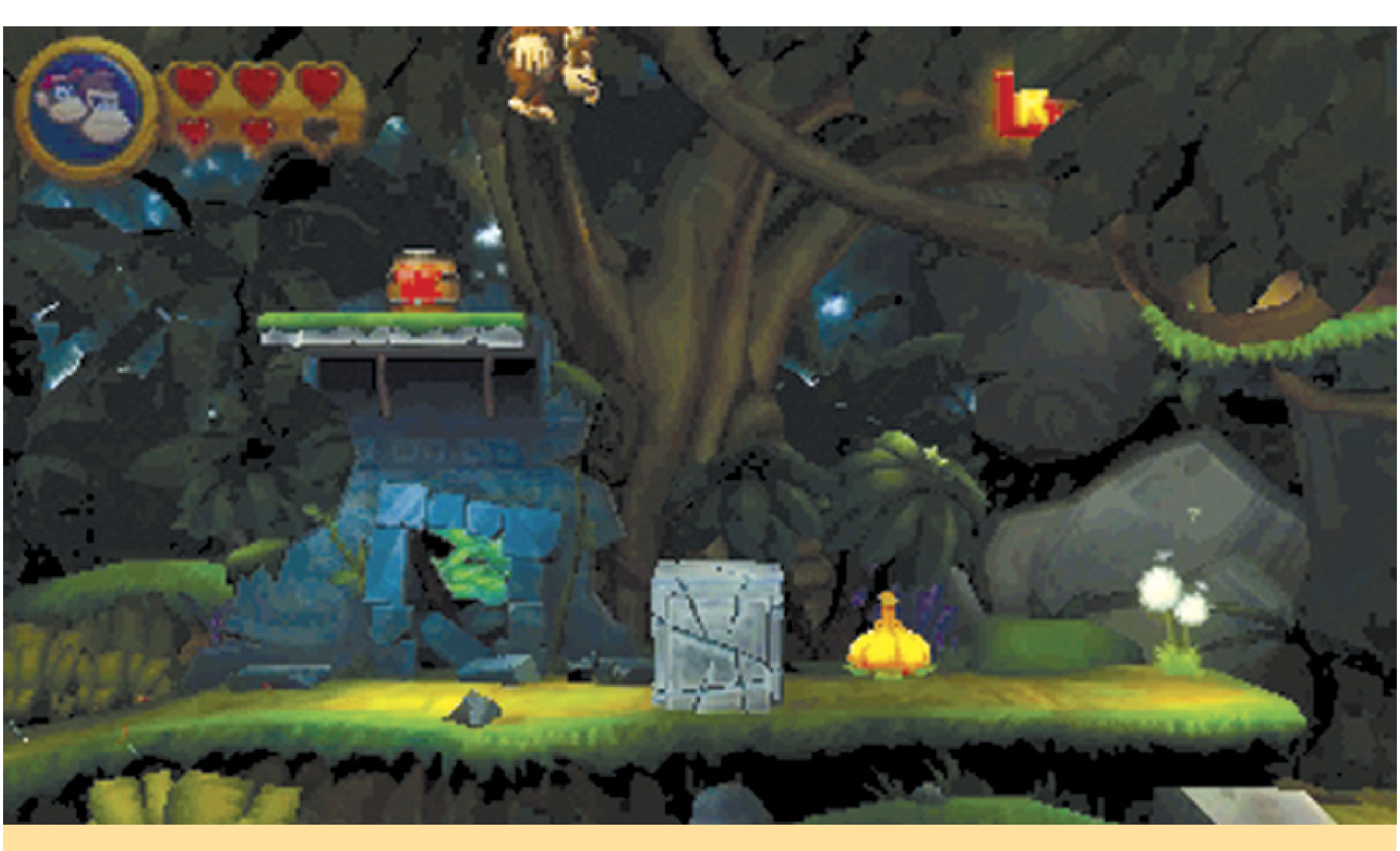


⑩ Head to the right again. However, instead of jumping up to the Slot-Machine Barrel, take Rambi all the way to the right to crash into some stone blocks. This opens a passage to a hidden area where you will find the last Puzzle Piece and lots of bananas—almost enough to get you another balloon. After collecting the items in this area, head back to the Slot-Machine Barrel to complete the level.

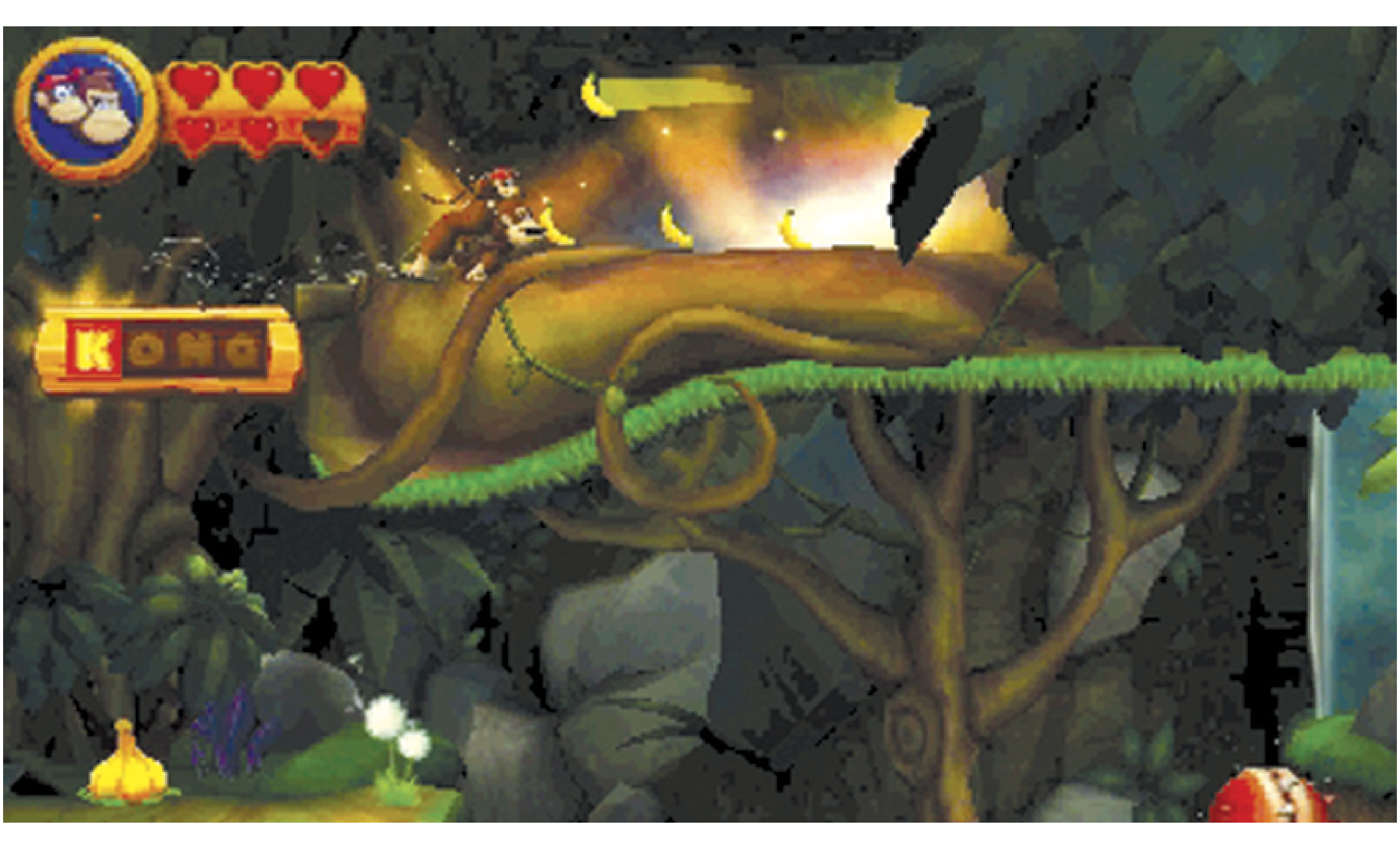
World 1

King of Cling

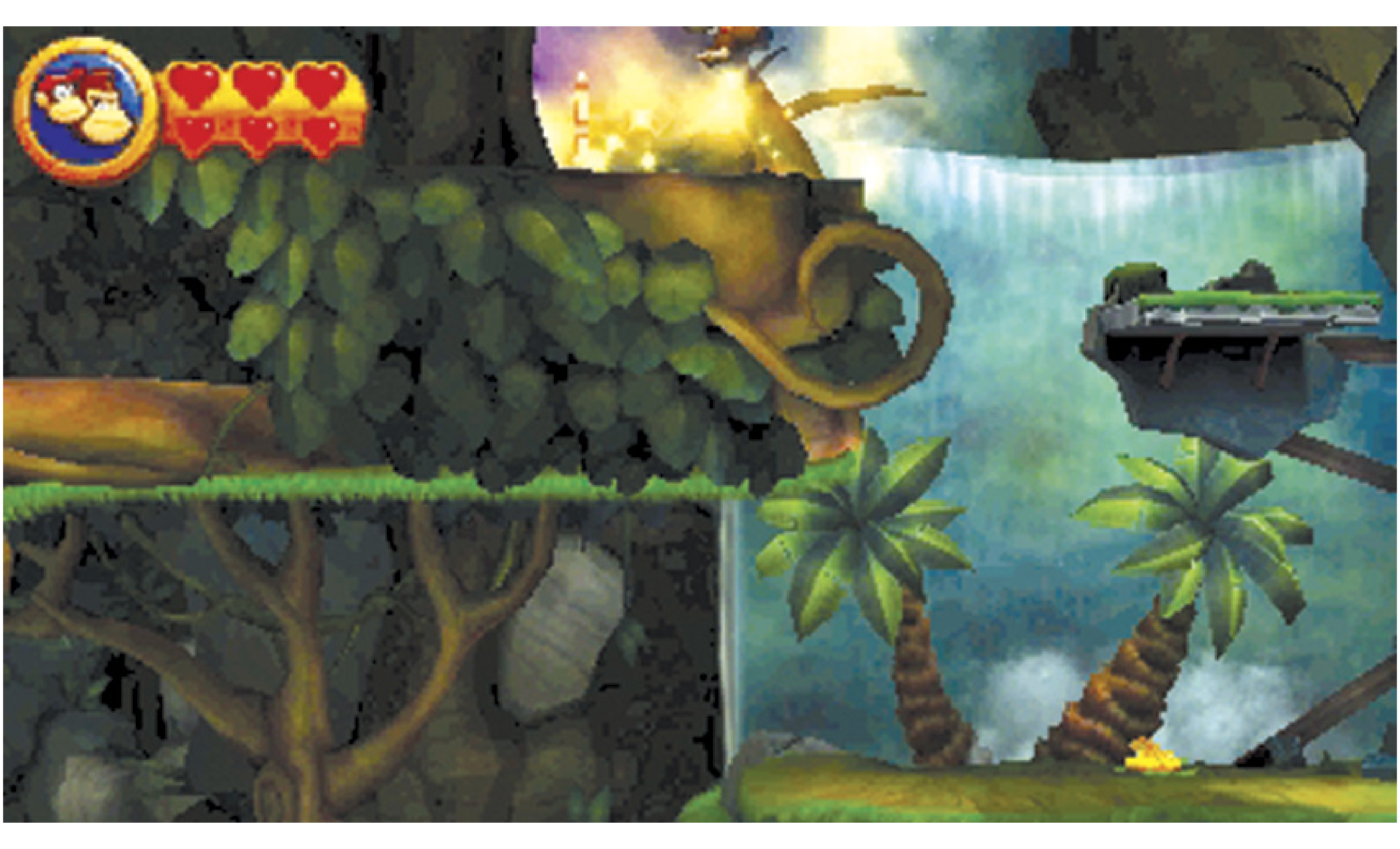




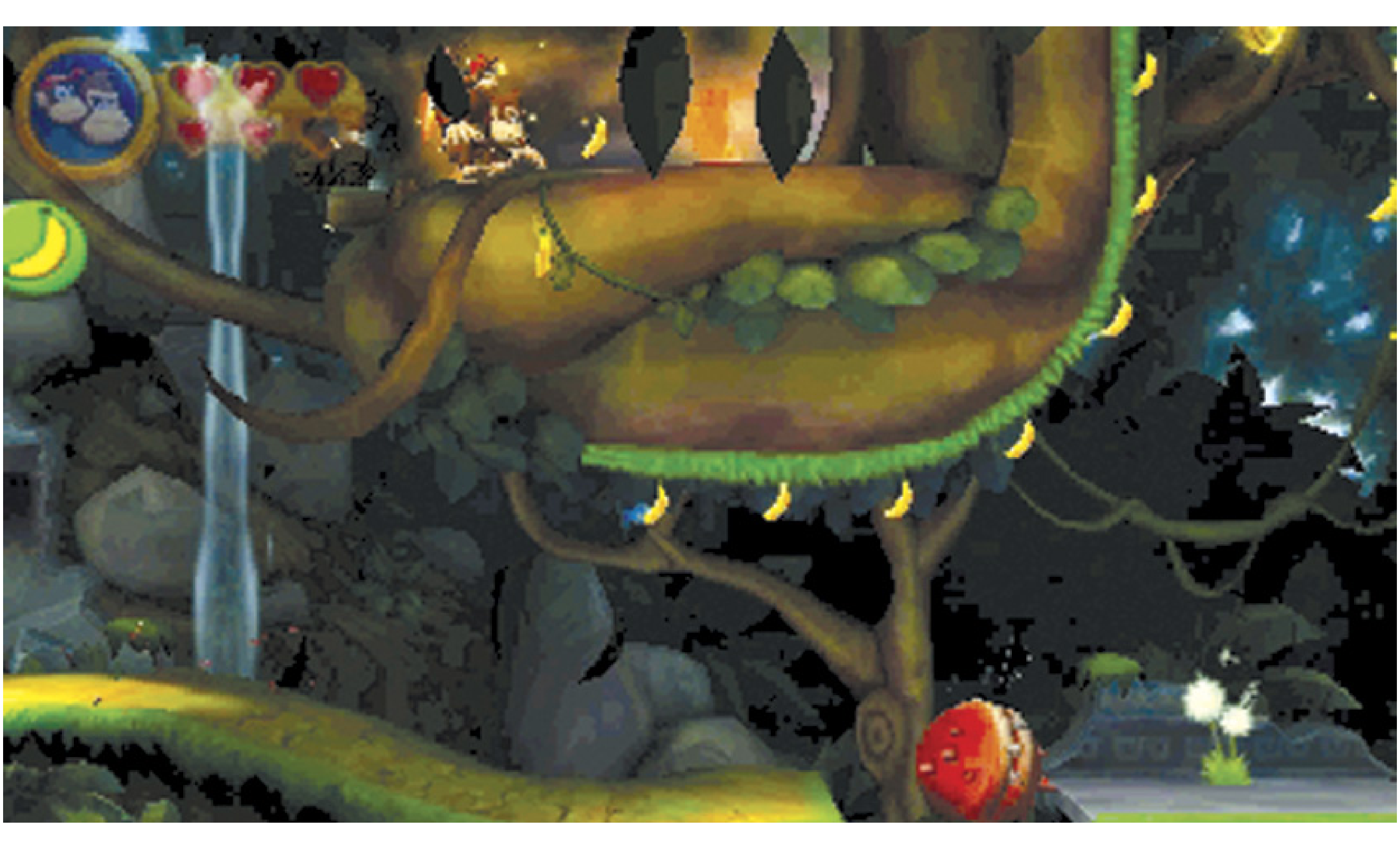
① K Head right, jump up, and grab on to a grassy overhang to get across a pit of spikes. Jump up onto a stone block and from there onto a platform. Grab and throw a DK Barrel to get Diddy Kong. Jump to the right to get the K KONG letter.



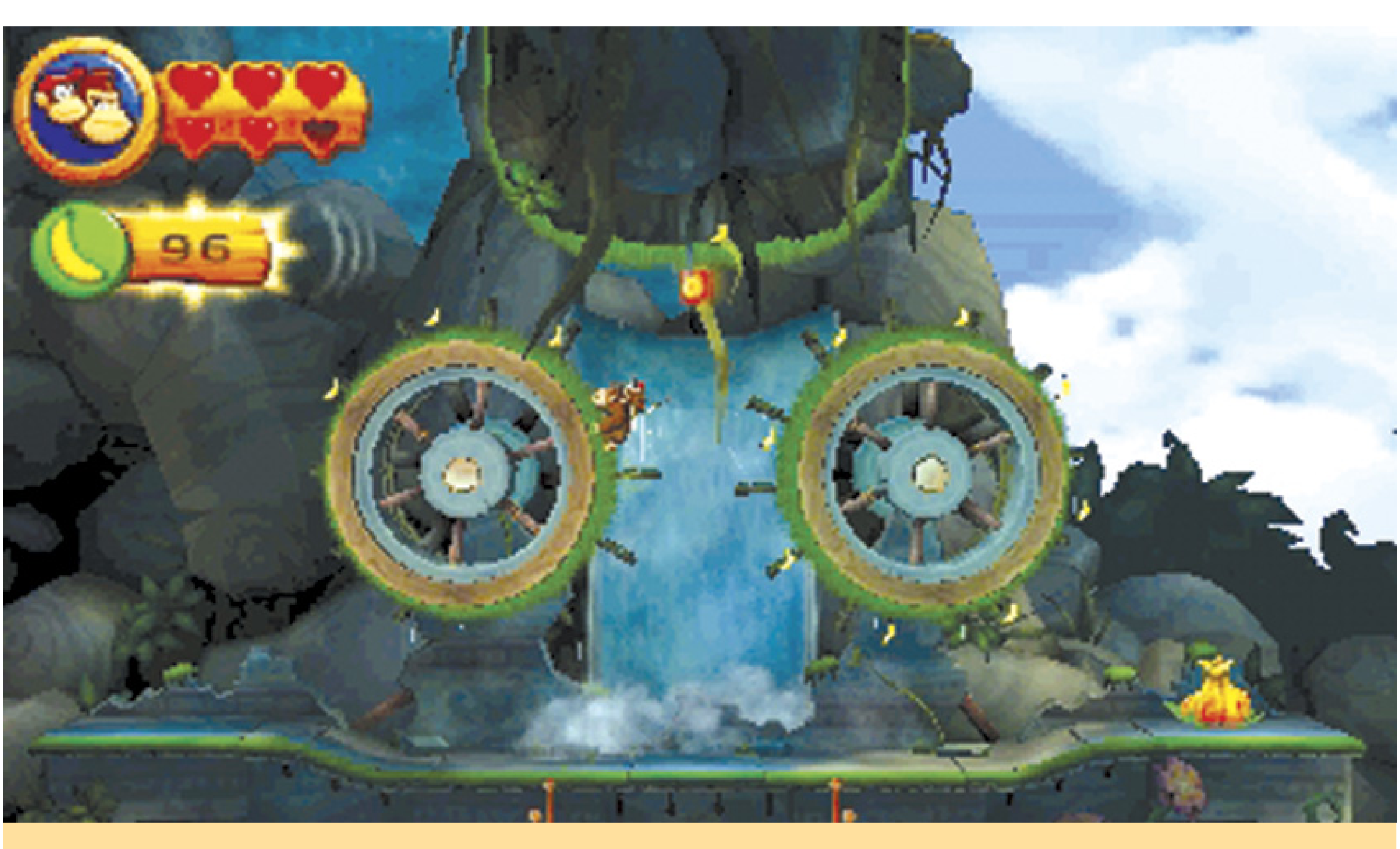
② From the same platform where you picked up Diddy Kong, hover-jump to the right, past where you got the K KONG letter. Hover right into a tree to reveal a hidden area where you can find the first Puzzle Piece. If you don't want to use Diddy Kong, you can also roll off the platform and then jump while in midair to get into the hidden area.



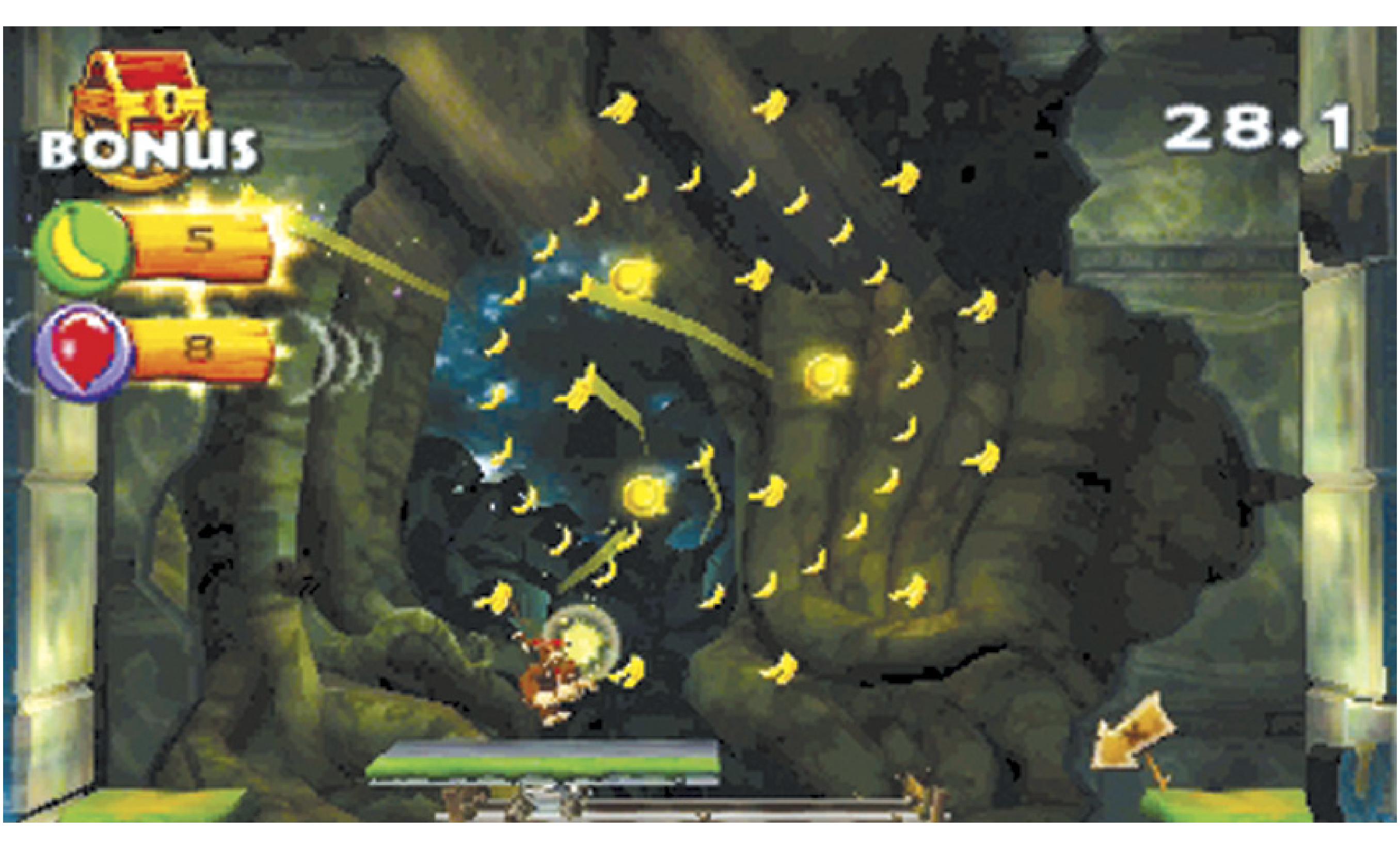
③ As you continue to the right, you come to a large wheel with a grassy edge. Jump and grab on to the wheel. Use it to get onto the platform to the left. Jump across to another platform and then up into a tree to the left. There you will find another hidden area that contains a Puzzle Piece.



④ Move to the right from the large wheel. When you reach a platform situated over a spike pit, hover-jump off the right side and move into a tree to find yet another hidden area. Collect the Puzzle Piece and then drop back to ground level.



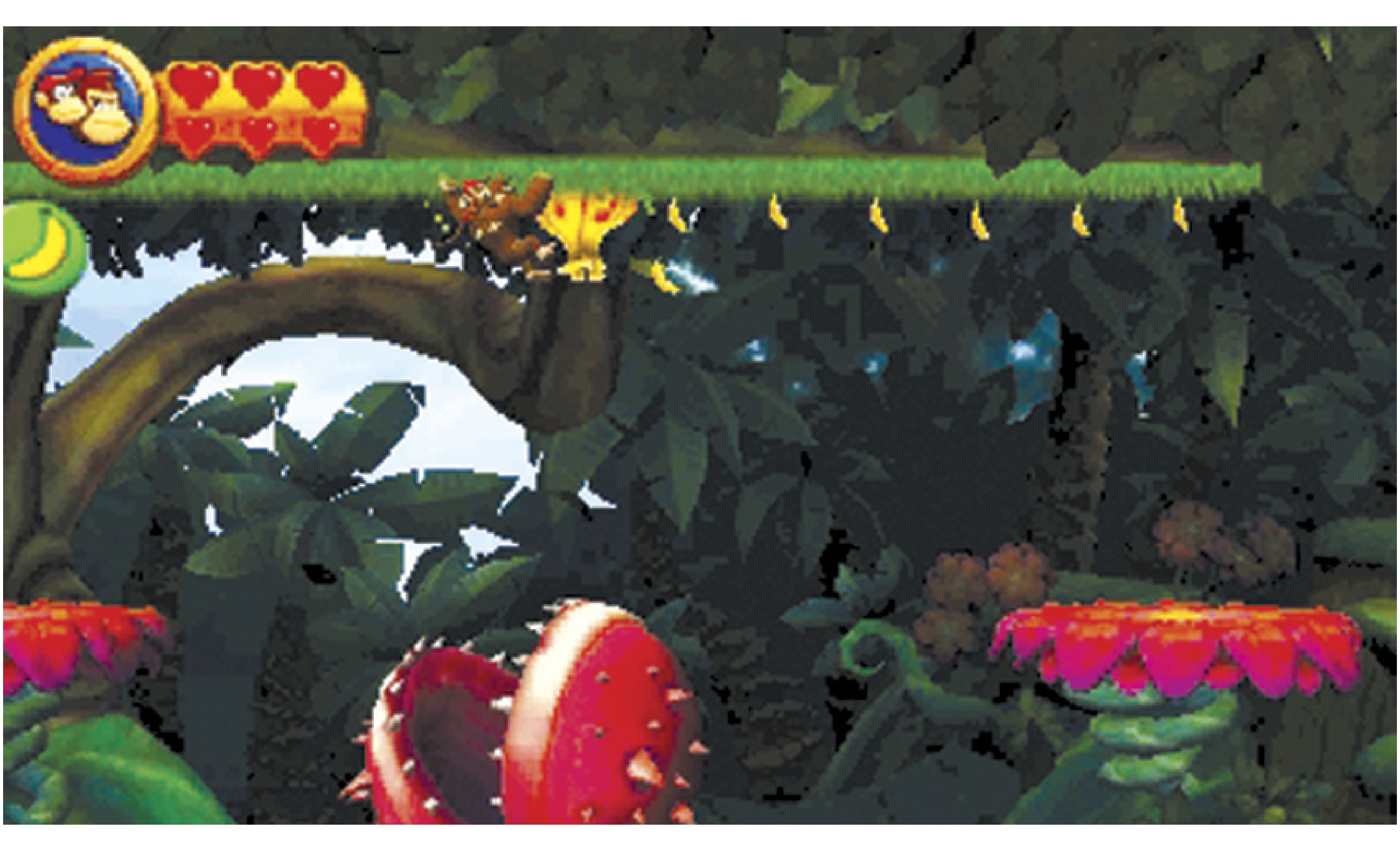
⑤ O You will come across a set of two bridges. After clearing off the blue Awks, pound the gourd in between the two bridges to reveal a barrel. Jump up into the barrel, and you will be shot across to an area in the background. Jump up and grab on to one of the wheels. Climb to its top so you can jump across to collect the O KONG letter.



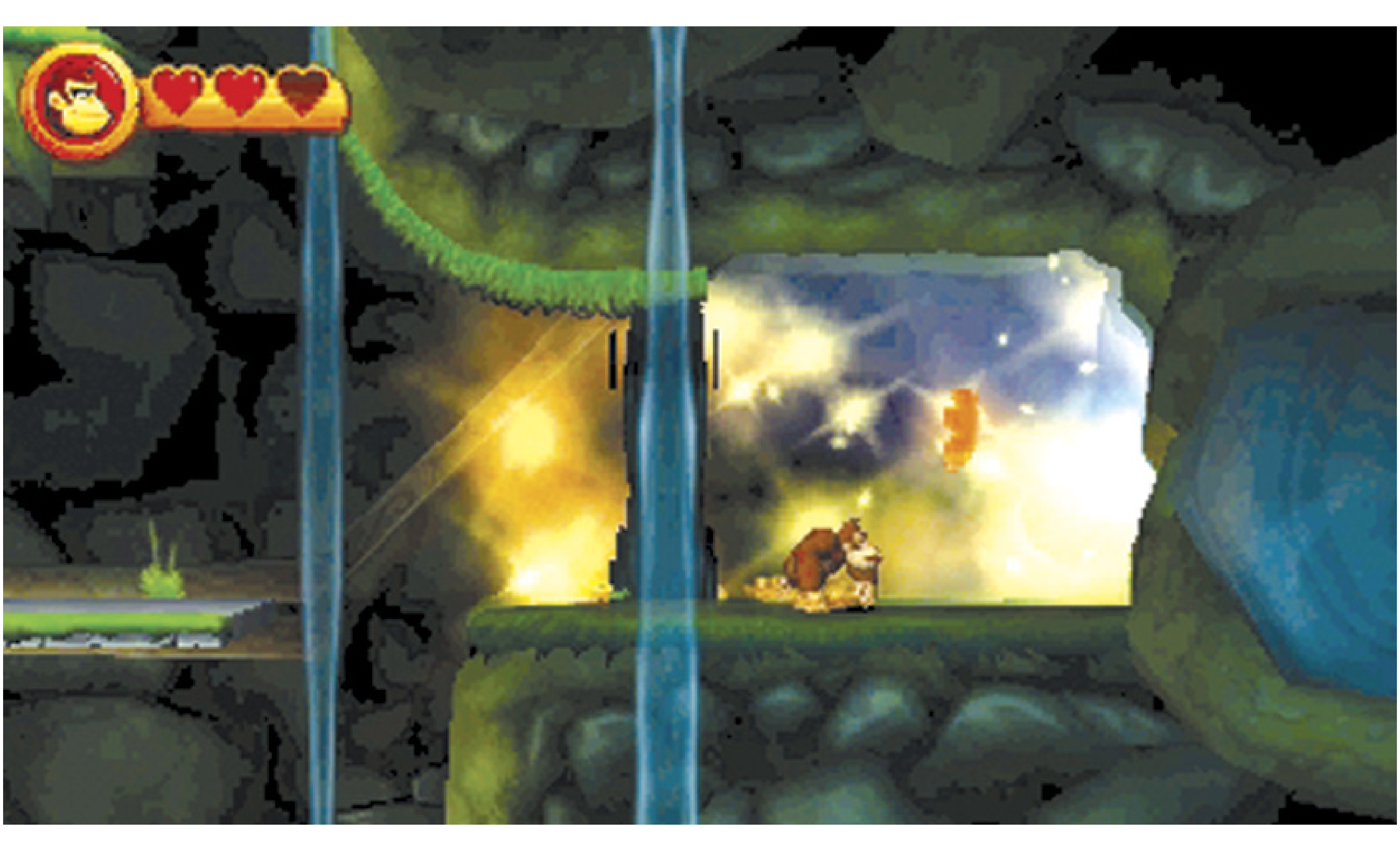
⑥ While still holding on to one of the wheels in the background area, jump up and grab on to the grassy bottom of the large rock over the waterfall. Climb to the rock's top and jump into another barrel. It will shoot you up into a bonus area. Jump out onto a springy platform. Use this to jump high to grab all of the bananas and coins spinning around in the air. Collect all the goodies in the time limit and you will earn another Puzzle Piece.

Caution

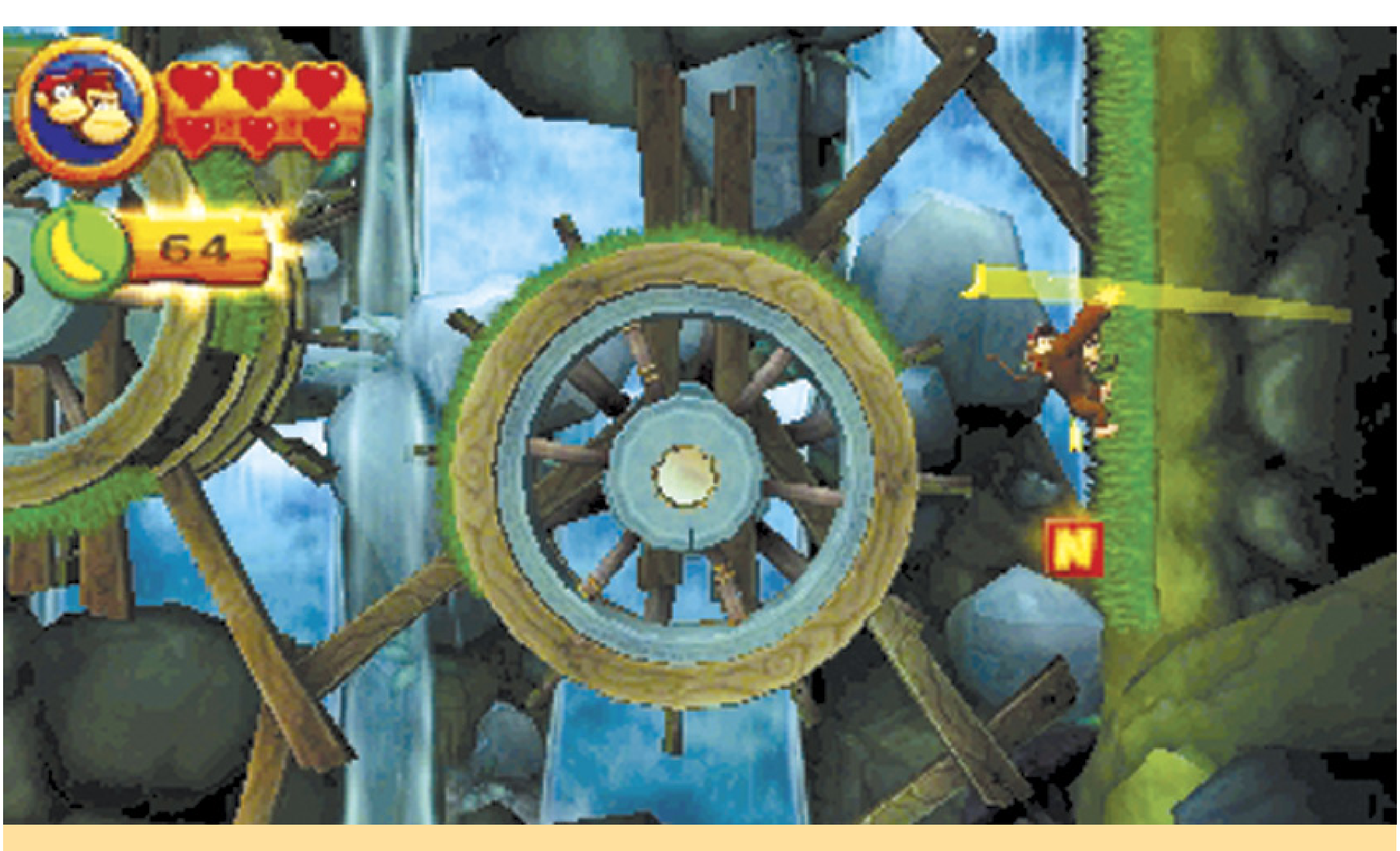
Be careful to always land on the platform or you will fall and exit the area.



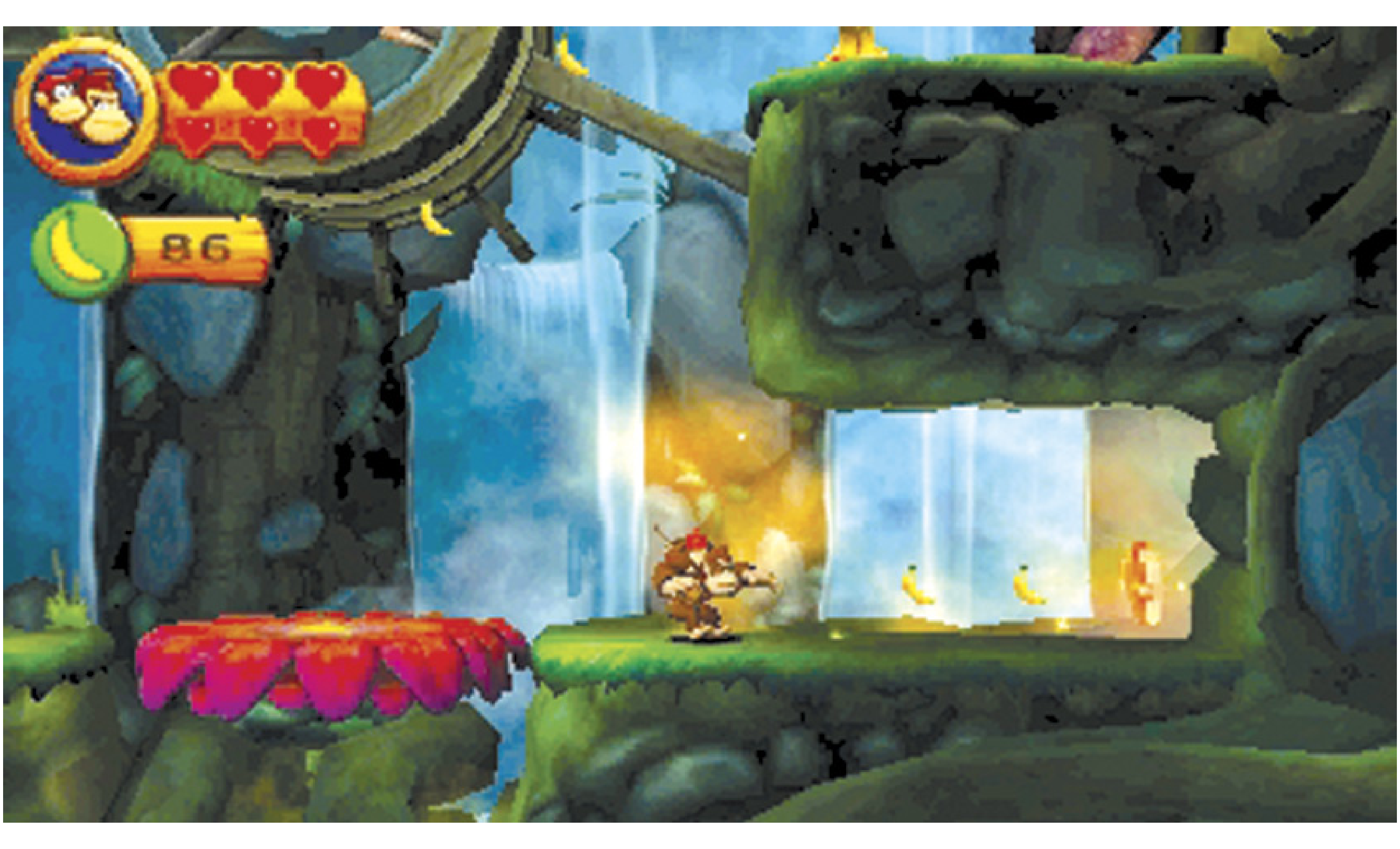
⑦ Once back in the main part of the level, continue to the right and use a flower platform to jump up and grab on to a grassy overhang. There is a giant Chomp below that rises up and tries to bite you. Wait until it rises, then move quickly across. Pound the gourd right above the Chomp to get another Puzzle Piece; then move out of the way so you don't get bitten.



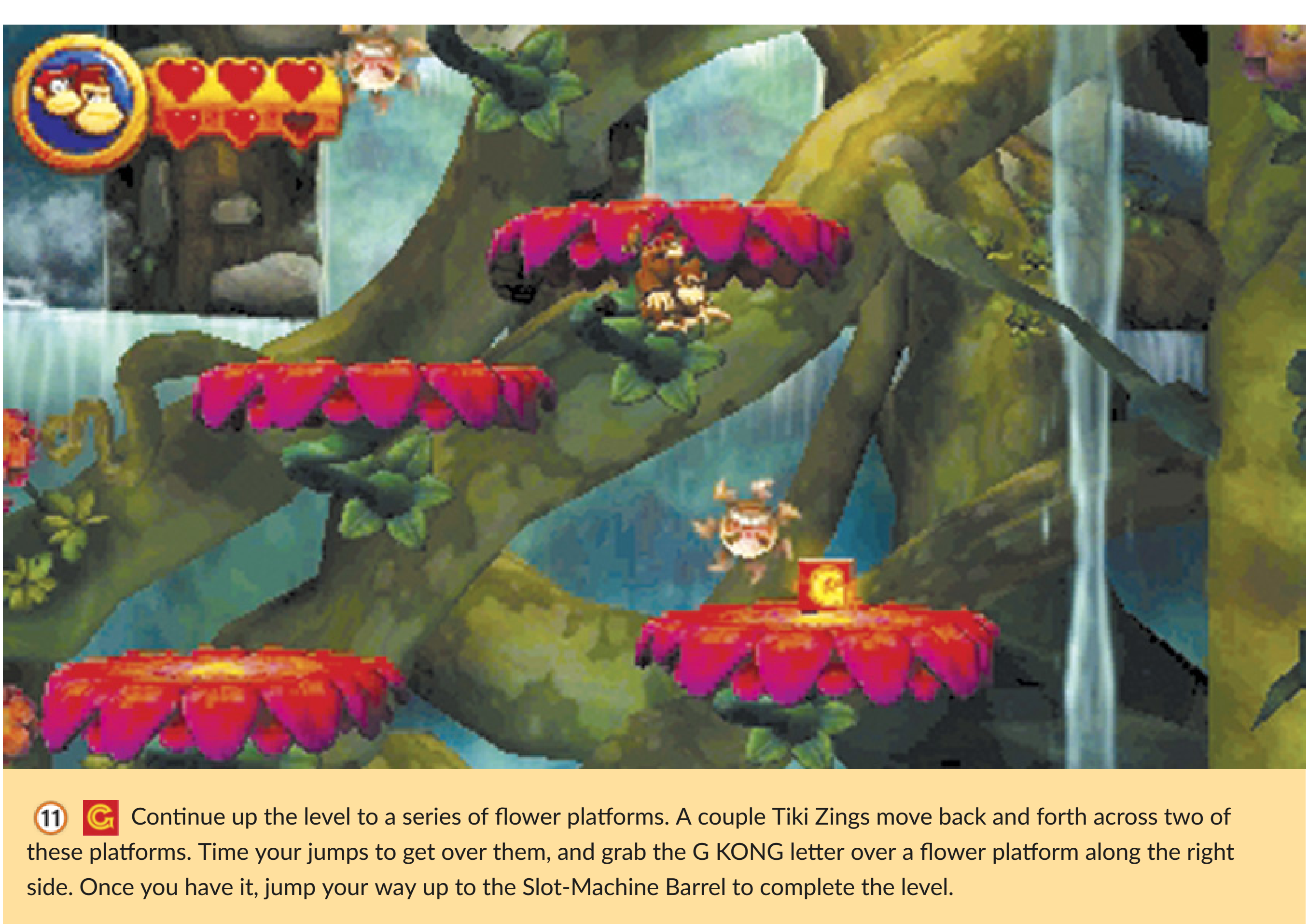
⑧ After passing the checkpoint, the level will go vertical. To get up, you must hold on to and climb the grassy parts of the walls. Some of the wheels in this area have grass on only part of their circumference, so you must hold on and ride them to a spot where you can jump to the next grassy surface. As you climb up the grassy walls and wheels, look for a gourd on an alcove off to the right. Jump over to the alcove and move into the rock to find a hidden area with a Puzzle Piece to add to your collection.



⑨ N Keep heading up the level. When you reach the two moving wheels, climb onto them and make your way to the grassy wall on the area's right side. At the lower end of this wall, you will find the N KONG letter. The easiest way to reach it is to head to the top flower platform and then drop down its right side. After you have the N KONG letter, continue climbing up.



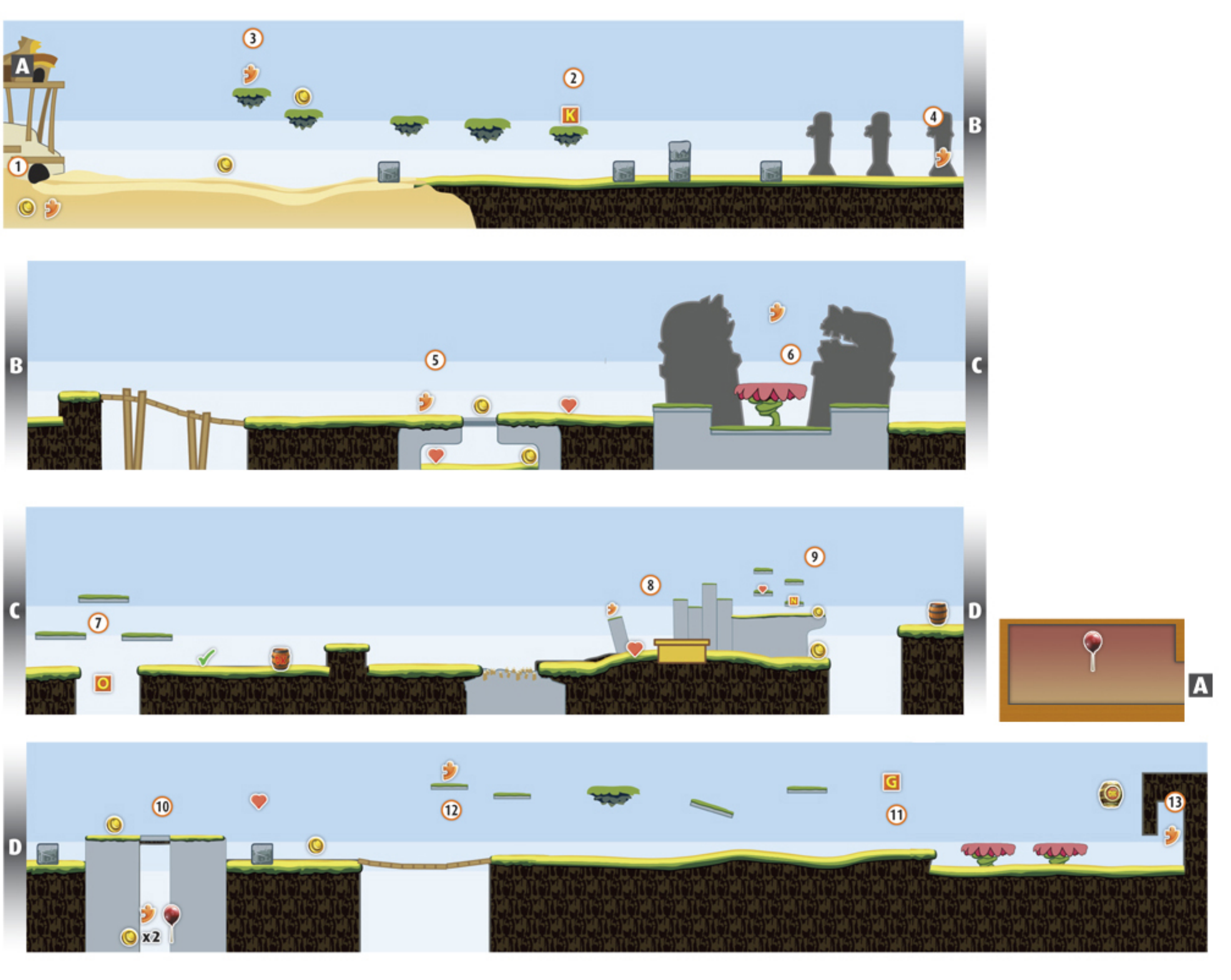
⑩ You reach a flower platform that is waiting to help you access yet another wheel. However, before you jump, move past the flower platform and to the right through a rock to find another hidden area, which contains the final Puzzle Piece.

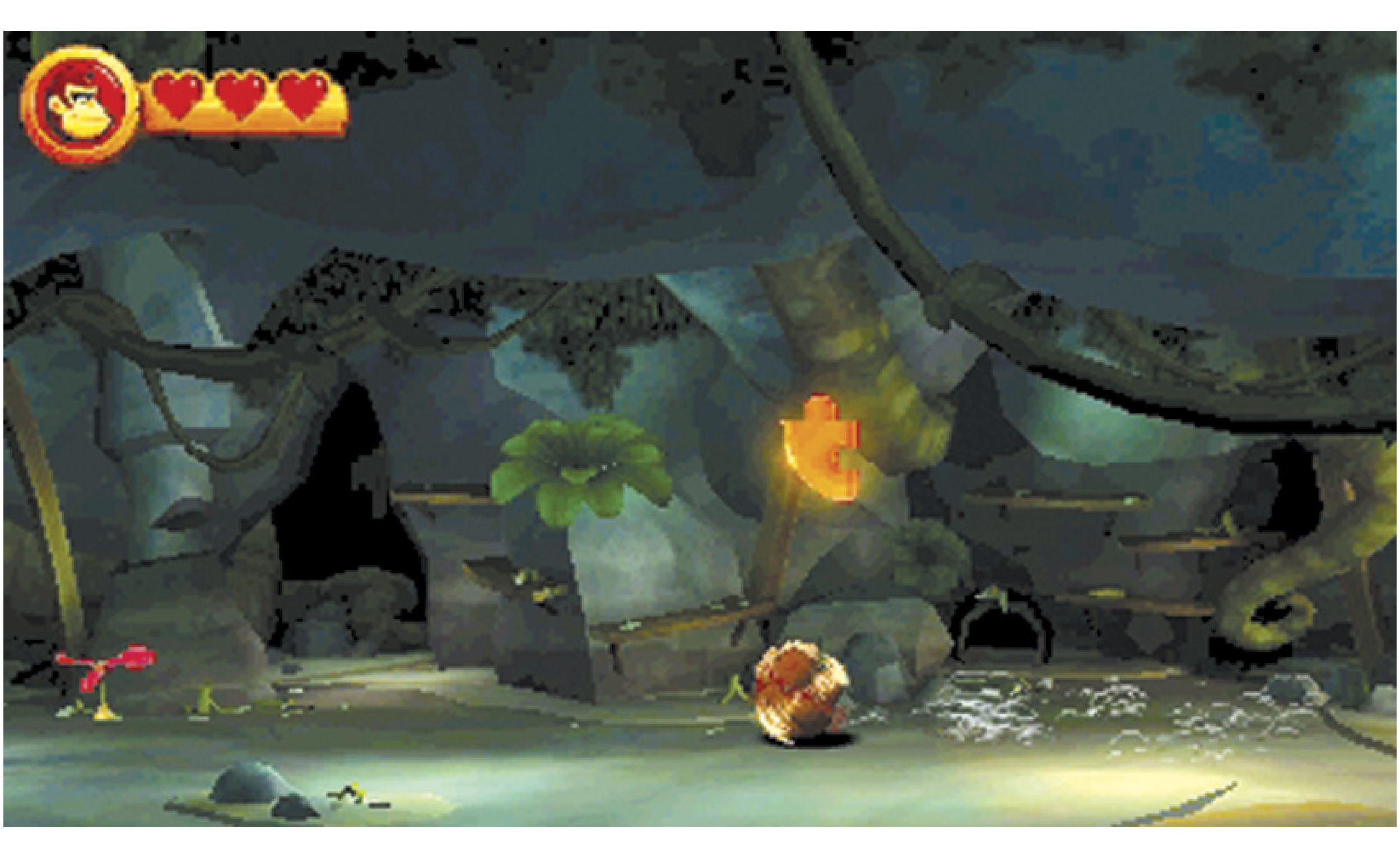


⑪ G Continue up the level to a series of flower platforms. A couple Tiki Zings move back and forth across two of these platforms. Time your jumps to get over them, and grab the G KONG letter over a flower platform along the right side. Once you have it, jump your way up to the Slot-Machine Barrel to complete the level.

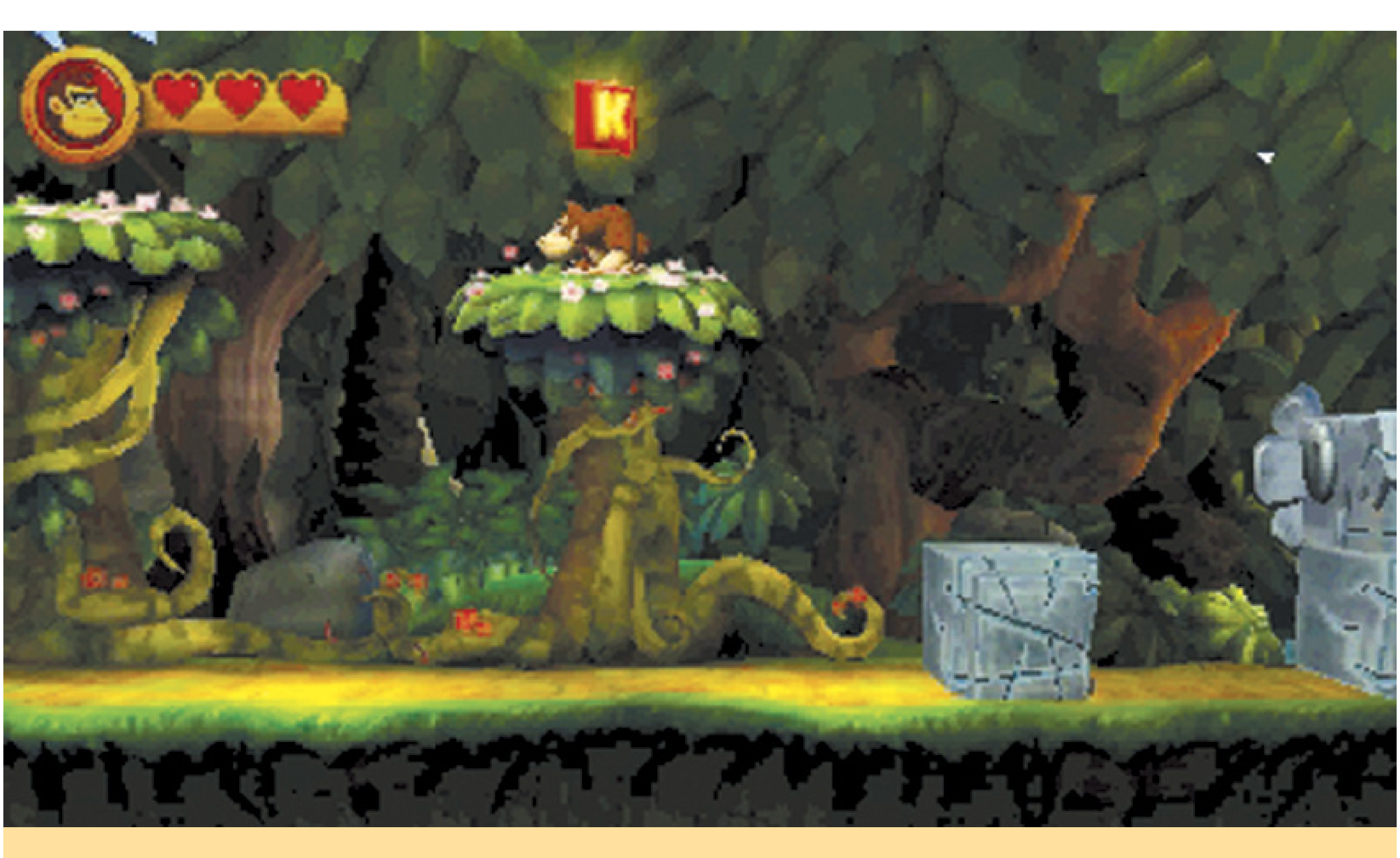
World 1

Jungle Hijinxs

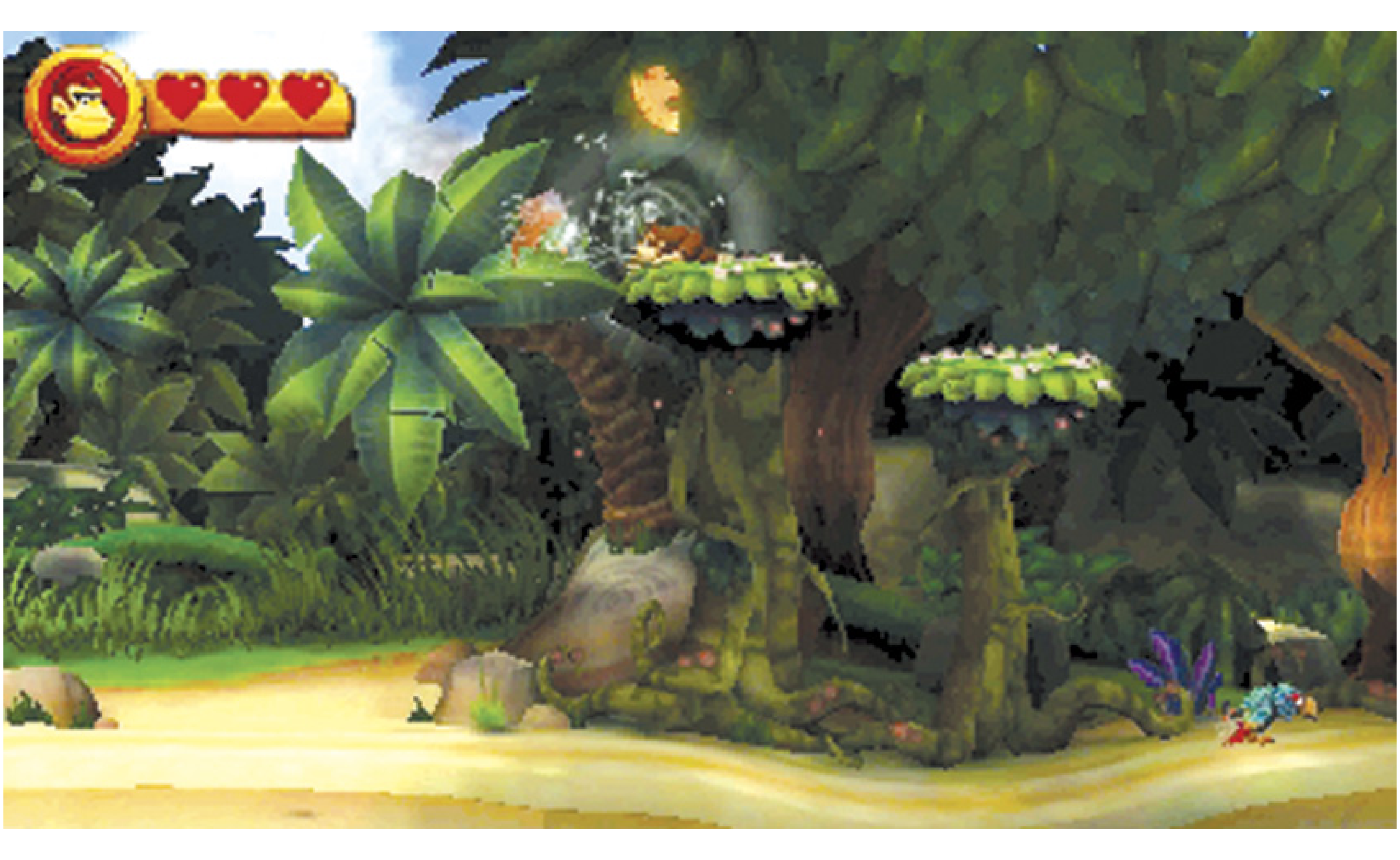




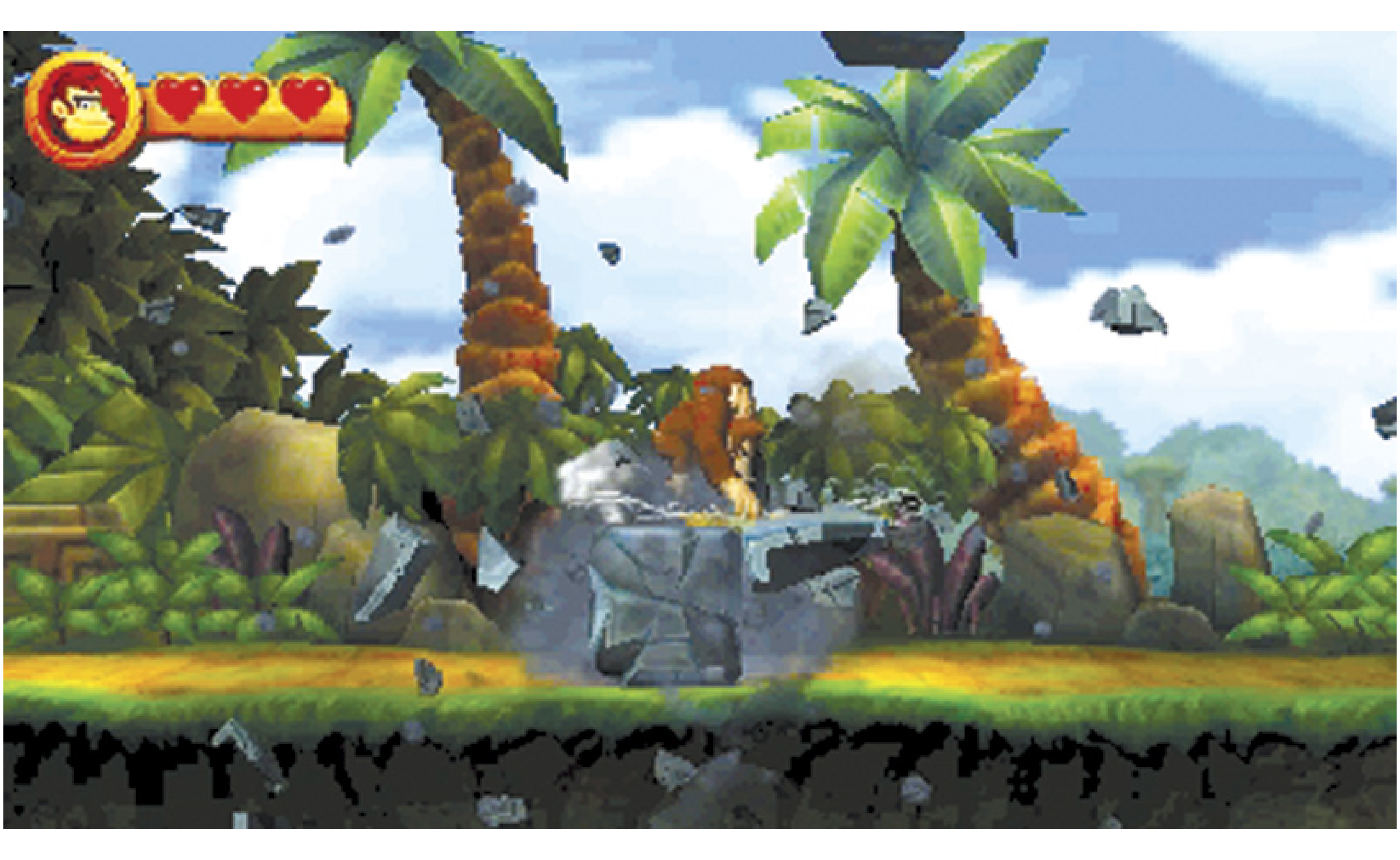
① You can quickly get your first Puzzle Piece right at the start of the game. After jumping down from the hut, move left into the cave to find a secret room. There you will discover a Puzzle Piece. Continue to the room's far side. Crouch down and blow at the fan flower. As it spins and rises into the air, it will pull a Banana Coin out of the ground. Grab it.



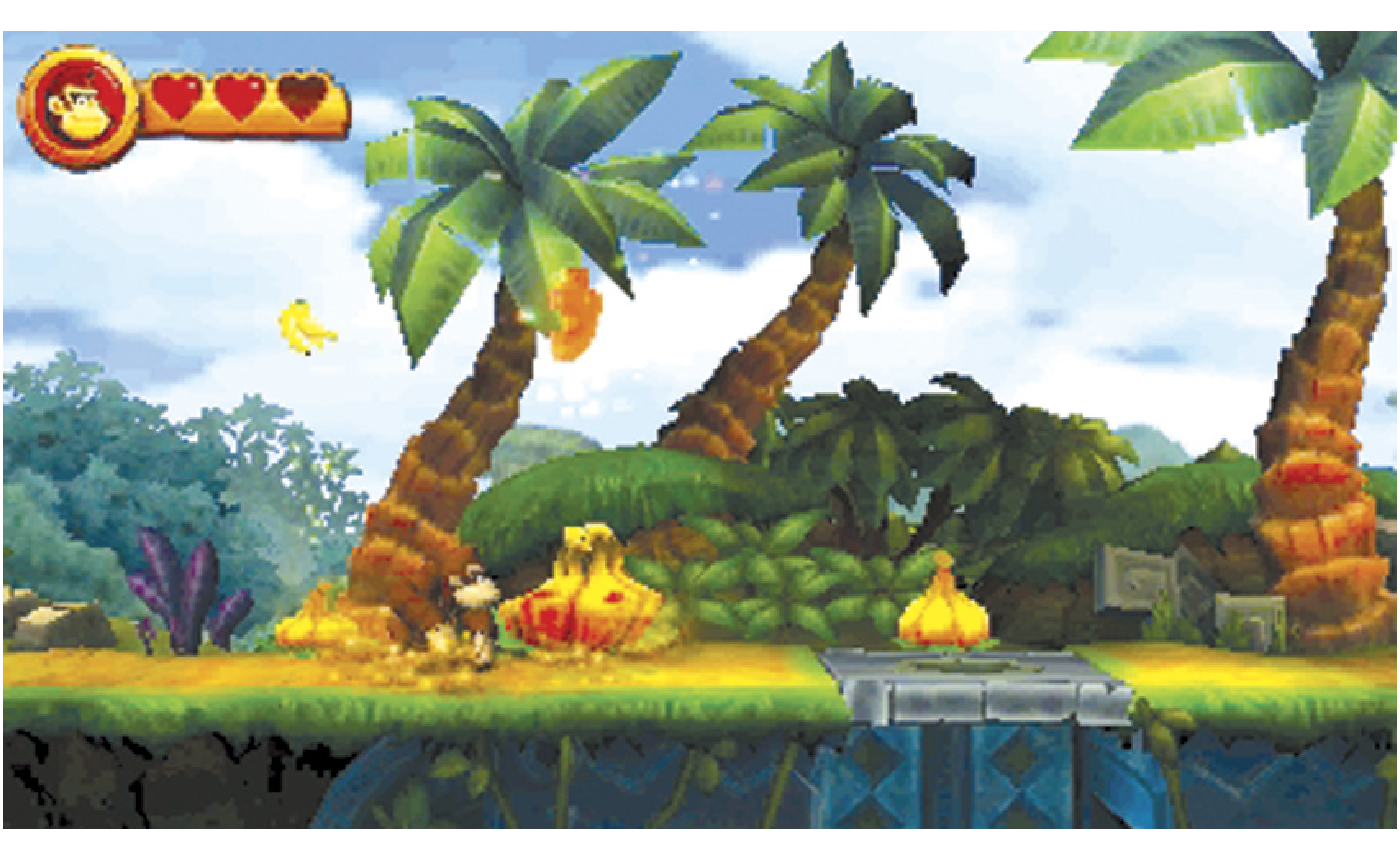
② K As you move to the right past a row of trees, you can see the K KONG letter above the last tree. To reach it, jump onto the stone block to the right and then jump left onto the tree to get your first KONG letter. Only three more to go.



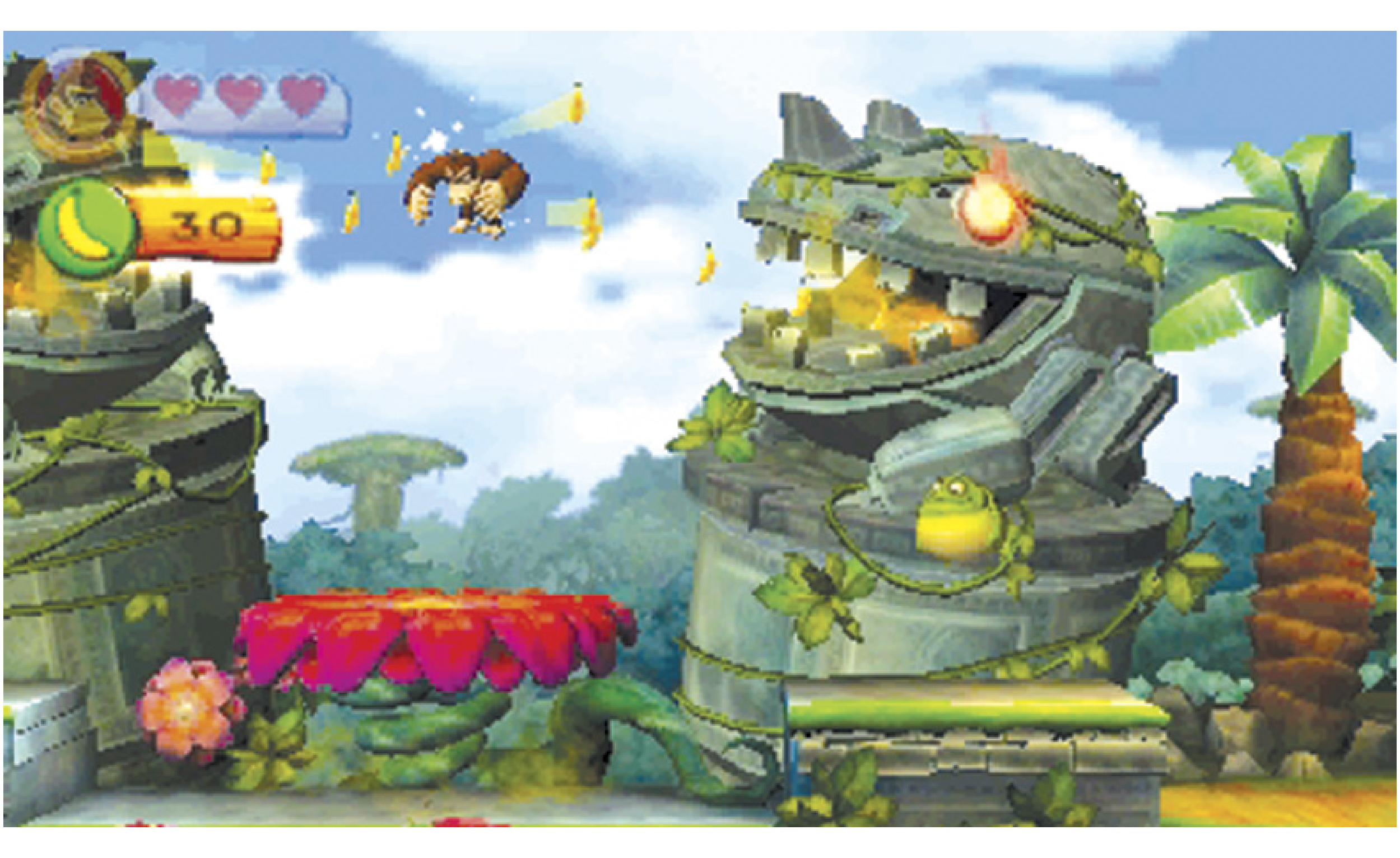
③ After getting the K KONG letter, head left and jump from treetop to treetop. When you come to a wide gap between trees, you must run and jump to clear it. Pick up a coin and then blow the dandelion on the last treetop to reveal another Puzzle Piece. Collect it and then head back to the right to continue.



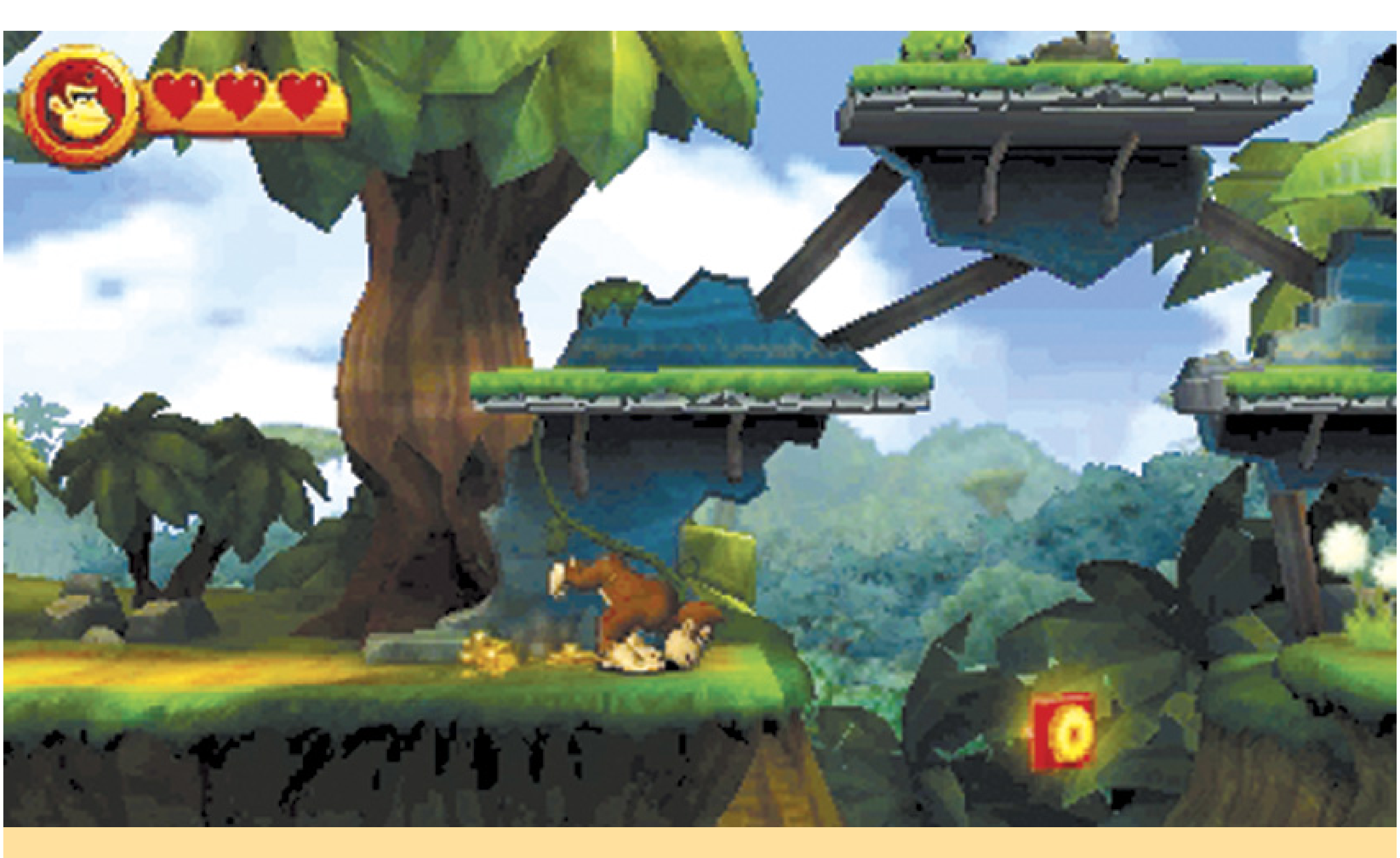
④ Soon you come across some Screaming Pillars; keep out of their way as they fall down. Jump over the first two. The third leaves two stone blocks after it falls. Jump on top and Ground Pound them to dust and you will find another Puzzle Piece.



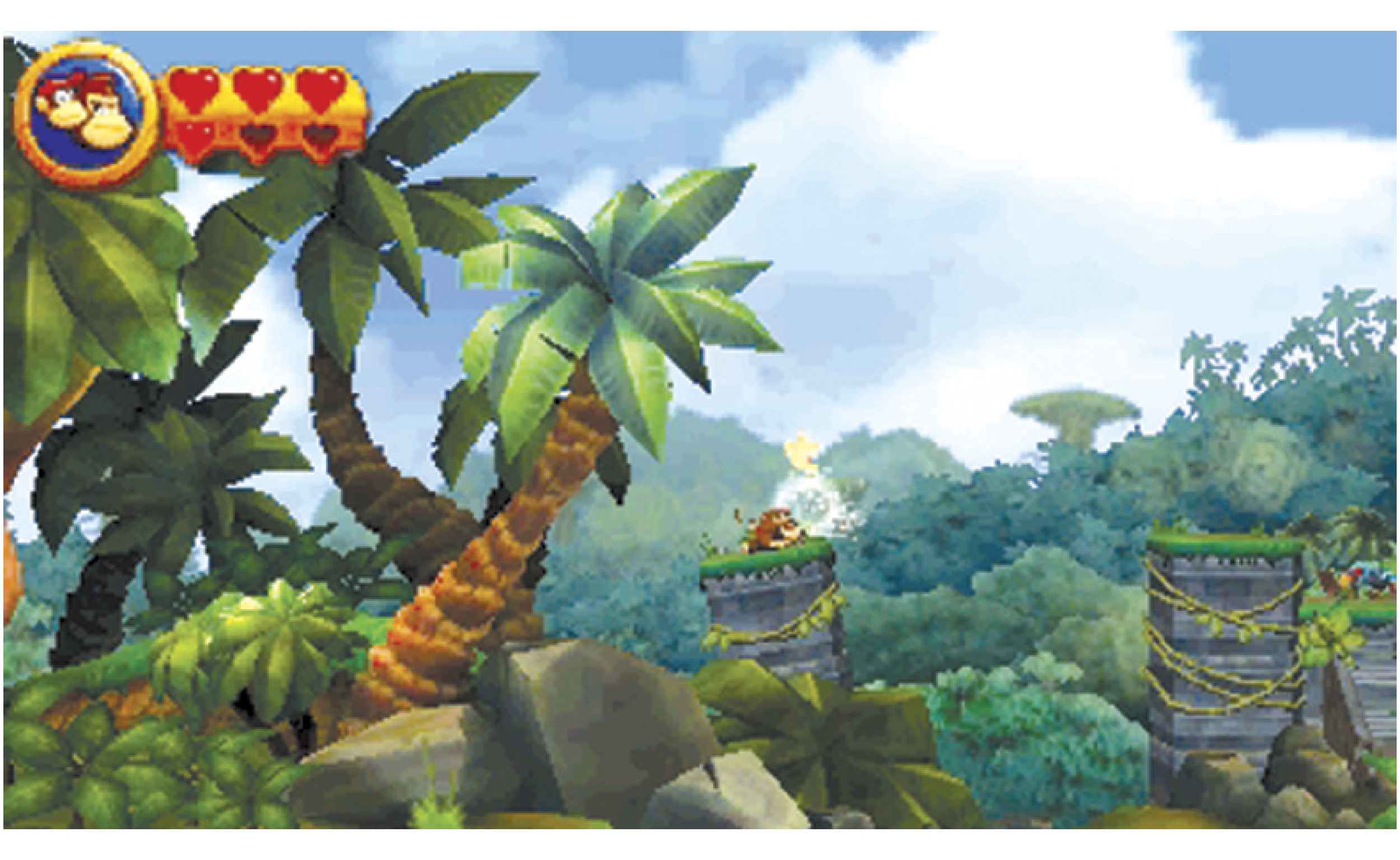
⑤ Keep moving to the right. When you find a trio of yellow gourds, pound the ground in front of them. The middle one will reveal a Puzzle Piece. If you pound on the stone in front of the third gourd, you not only get a coin but you also drop into an underground chamber where you can find another coin and a heart.



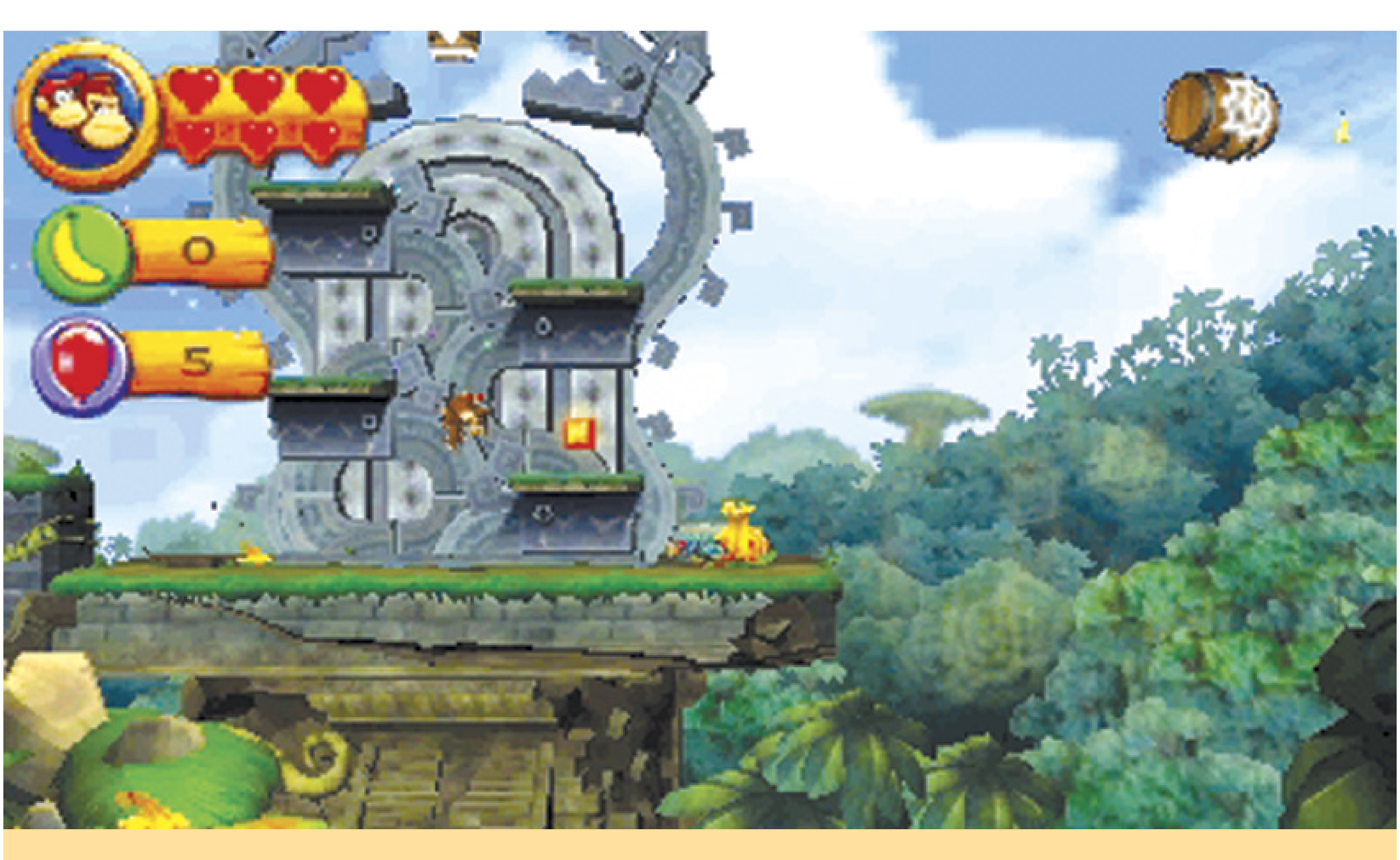
⑥ At this location, there are some jumping Frogoons blocking your way. Time your jumps so you land on top of them and knock them out of your path. Now jump onto a large flower platform. The two Mugly statues will open their mouths, and bananas will begin flying through the air. Use the springiness of the flower platform to propel into the air to grab the bananas. It is easy to get them in the beginning, but as only a few remain, you will have to time your jumps. Get all of the bananas before the Mugly statues close their mouths. A lot of butterflies will appear and then fly away, leaving behind a Puzzle Piece for you to collect.



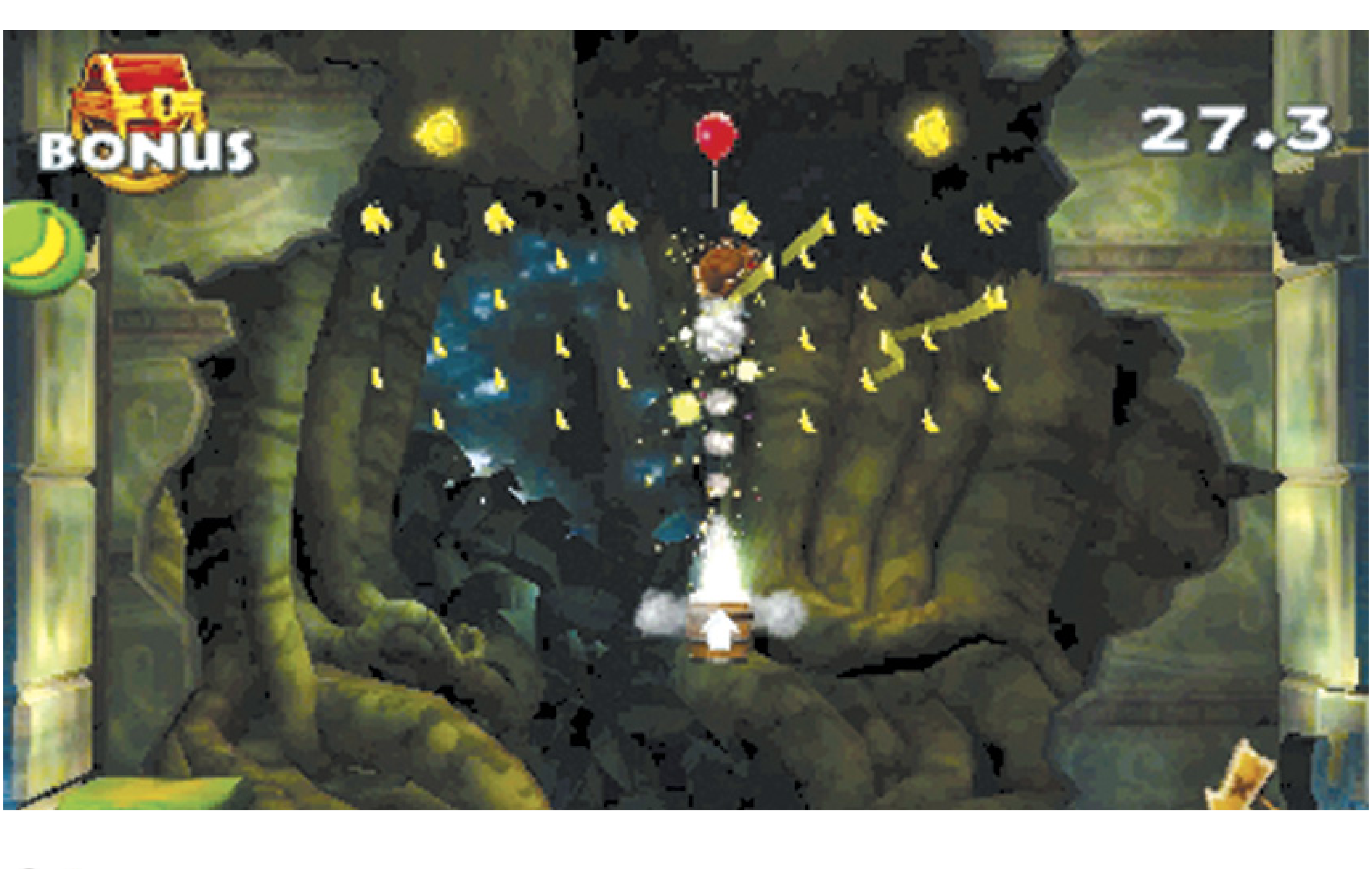
⑦ O Jump onto a series of three platforms to get over a gap. The O KONG letter is hovering over the gap. Continue past the nearby checkpoint and pick up the DK Barrel. Throw it to get Diddy Kong. Now that you have the little guy, you can hover-jump using Diddy Kong's Barrel Jet. This allows you to cross wider gaps and stay up in the air longer. It also lets you perform a roll continuously. Time to go for the O KONG letter. Roll right off the edge and into the gap, then jump while you are in midair to grab the letter and get to the gap's other side.



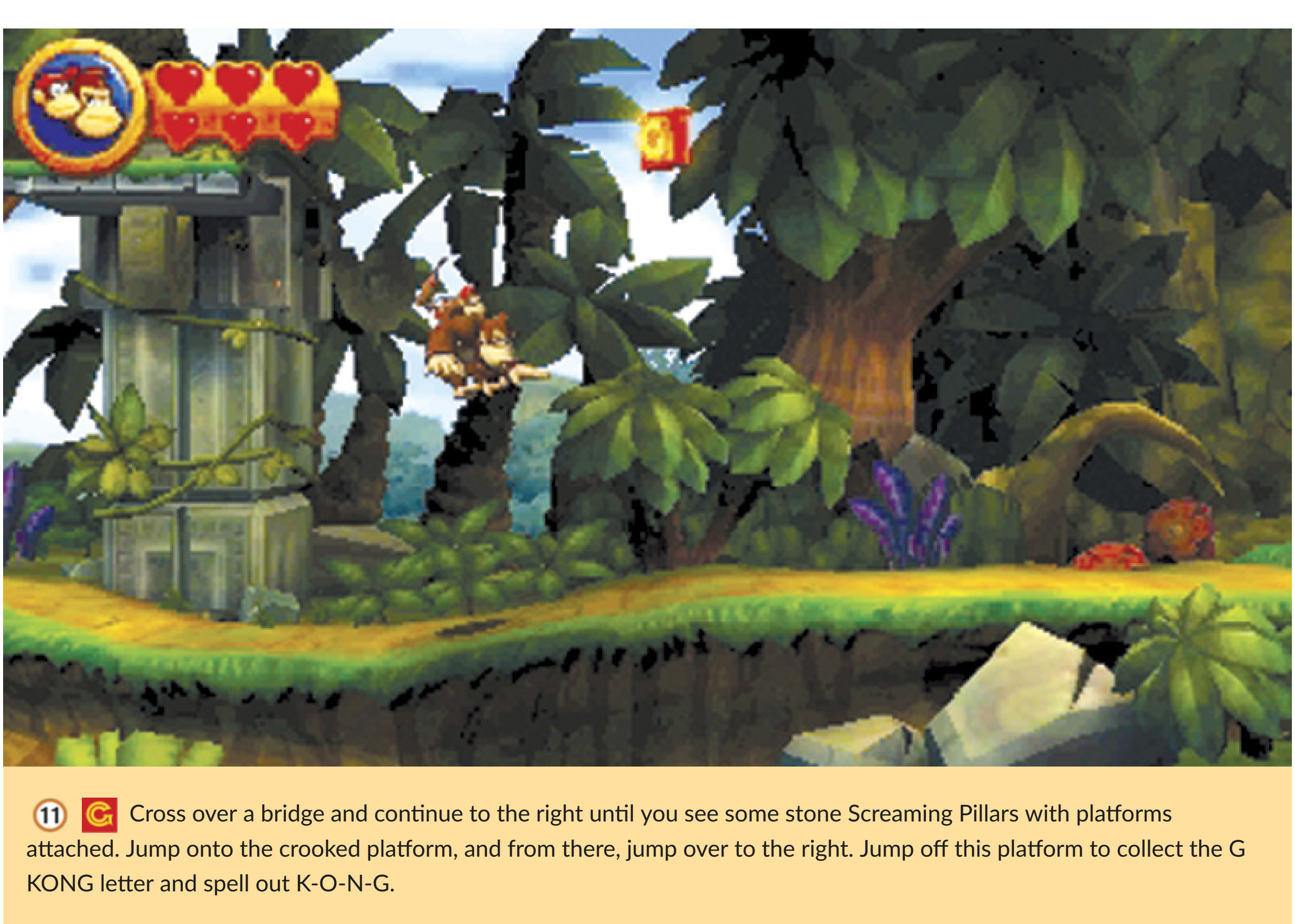
⑧ When you arrive at a large DK button, pound on it to cause some ruins to appear in the background. Jump into the barrel that also appears, and it will shoot you across to the ruins. Run to the left and hover-jump to a lone platform with a dandelion on it. Blow on the dandelion to reveal a Puzzle Piece. Hover-jump back to the right.



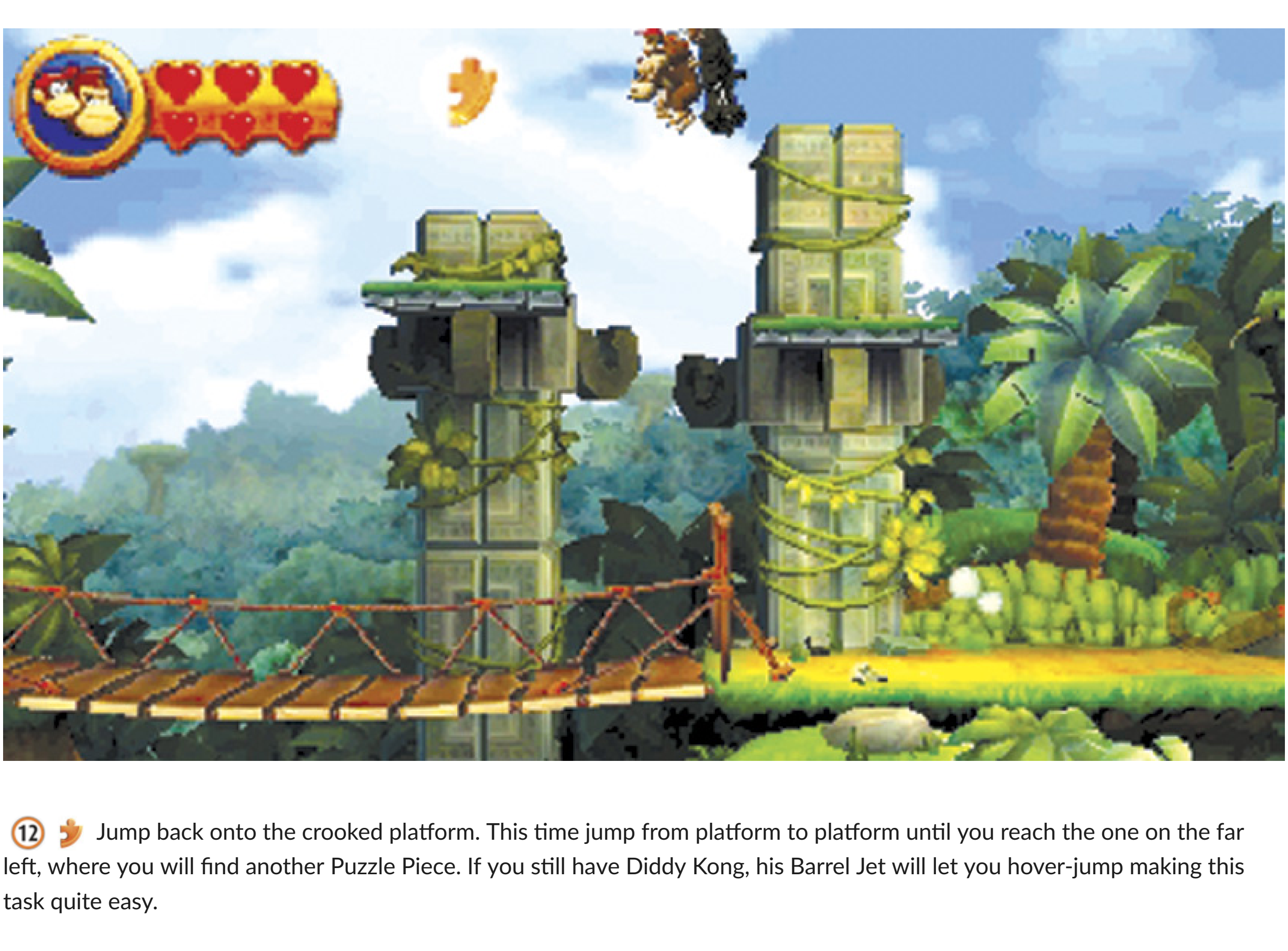
⑨ N The N KONG letter is located on one of the platforms protruding from the main ruin structure. Pound the ground by the gourds for some goodies, and grab the N KONG letter. Then jump into the barrel near the structure's top to return to the main part of the level.



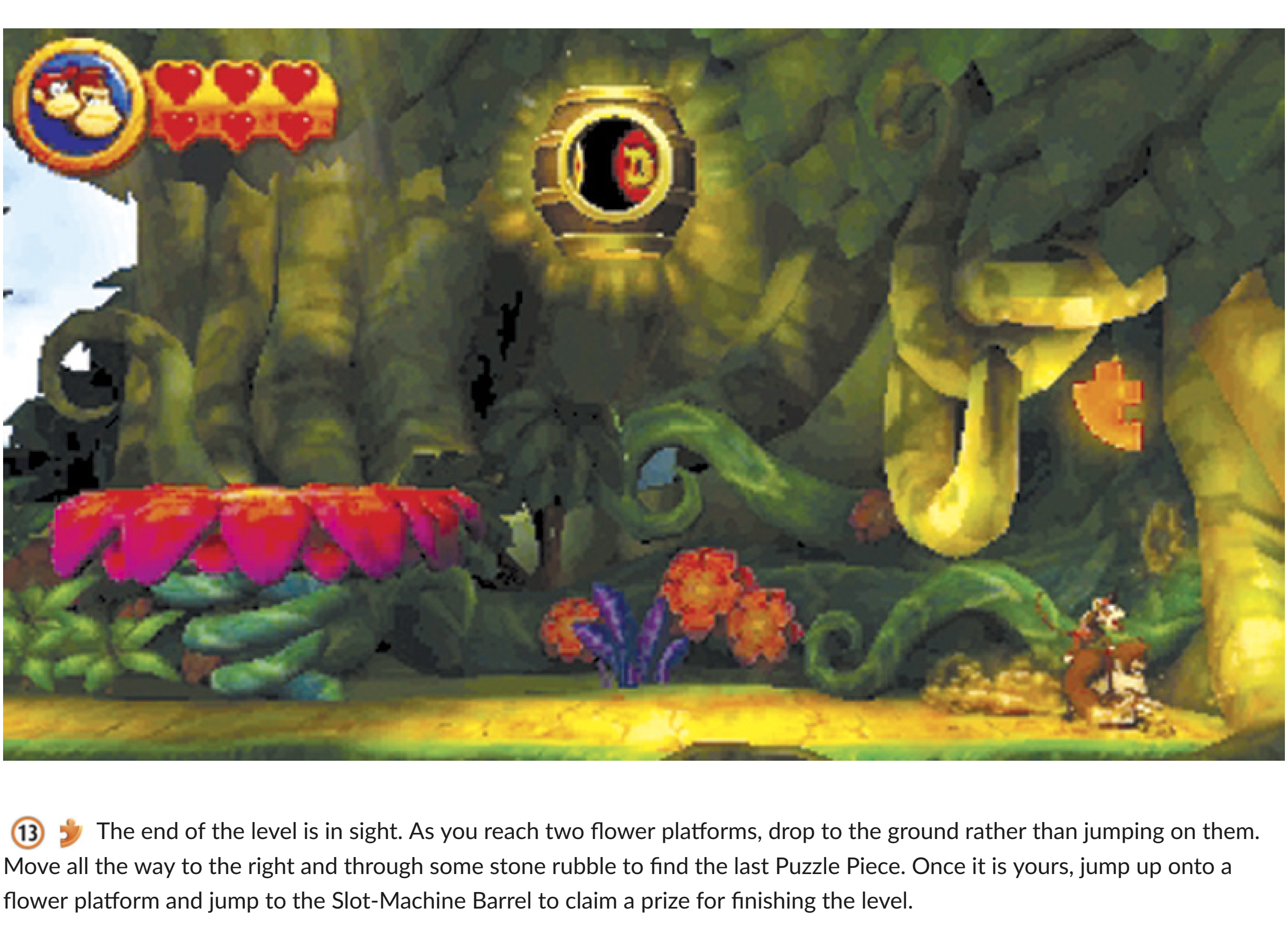
⑩ Once back on the main level, continue to the right. There are some Tiki Goons up on a platform. Clear them off and then pound the stone trapdoor in the platform's center to enter a bonus chamber. Jump into the barrel, which will move back and forth from left to right. Shoot yourself out of the barrel and up into the air to collect bananas, two coins, and a balloon before the timer runs out. Once you have collected all of these items, a Puzzle Piece will appear. Shoot yourself out of the barrel to get the piece and exit the chamber.



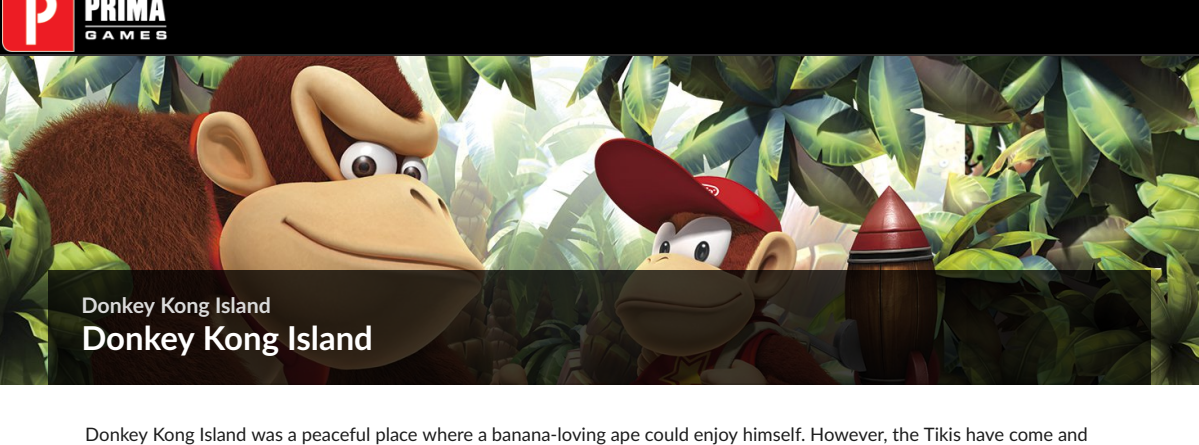
⑪ G Cross over a bridge and continue to the right until you see some stone Screaming Pillars with platforms attached. Jump onto the crooked platform, and from there, jump over to the right. Jump off this platform to collect the G KONG letter and spell out K-O-N-G.



⑫ Jump back onto the crooked platform. This time jump from platform to platform until you reach the one on the far left, where you will find another Puzzle Piece. If you still have Diddy Kong, his Barrel Jet will let you hover-jump making this task quite easy.



⑬ The end of the level is in sight. As you reach two flower platforms, drop to the ground rather than jumping on them. Move all the way to the right and through some stone rubble to find the last Puzzle Piece. Once it is yours, jump up onto a flower platform and jump to the Slot-Machine Barrel to claim a prize for finishing the level.

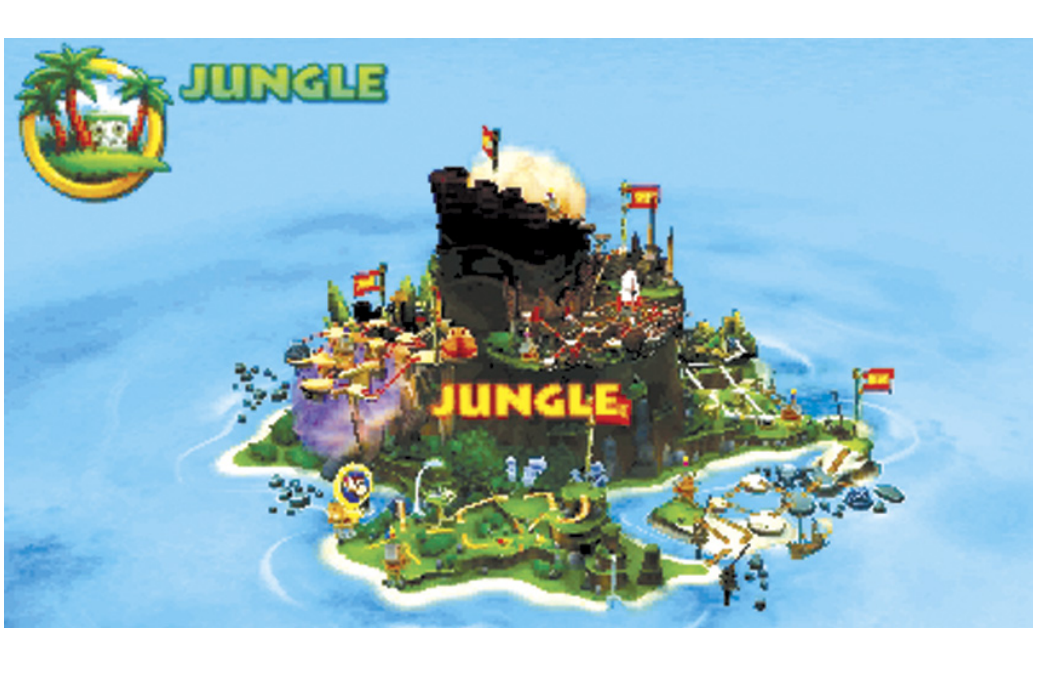


Donkey Kong Island

Donkey Kong Island

Donkey Kong Island was a peaceful place where a banana-loving ape could enjoy himself. However, the Tikis have come and taken away all of Donkey Kong's bananas. In order to defeat the Tikis and get back his bananas, Donkey Kong, with the help of Diddy Kong, will have to traverse nine different worlds and drive the Tikis from the island. Donkey Kong Island is full of items, hidden collectibles, and lots of adventure. There are places to jump, things to climb, and areas to explore. Of course, there are also lots of enemies that will try to prevent Donkey Kong from saving his bananas. It is important to learn about the island and what it contains, or the Tikis will take over and Donkey Kong Island will no longer be a home to its namesake.

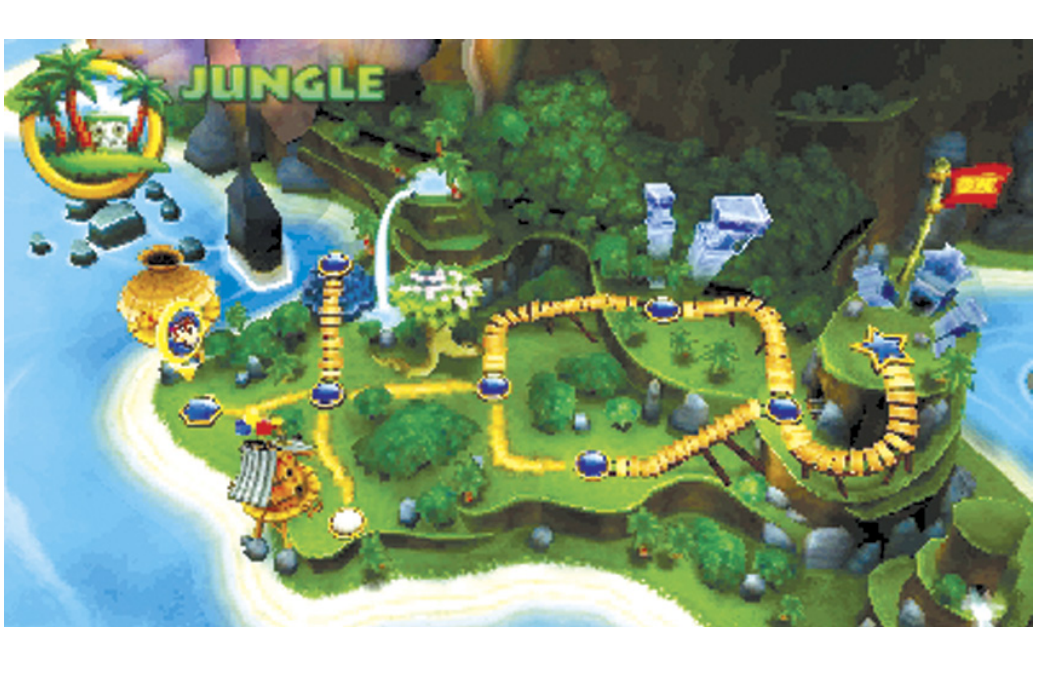
The Island Map



This is the Island Map. From here, you can select which of the nine worlds you want to enter. Simply cycle left and right across the island to rotate it and select a world. While you can view all worlds from this screen, you can enter a world only if you have defeated the boss in the previous world. For example, until you defeat Mugly in the Jungle World, you can't enter any of the other worlds. Once you've defeated Mugly, then you can enter the Beach World.

Each of the nine worlds has its own theme. The terrain in each of the levels within a world is similar. You will also face the same types of enemies in these levels.

The Overview Maps



Each world is comprised of several different levels. You must complete the first level in a world before you can move on to the next one. As you can see from the overview map of the Ruins, the paths leading between levels diverge at some points. Therefore, you do not have to complete all of a world's levels in order to reach the boss. The overview maps for the worlds contain some important information. Let's take a look at what each map includes.

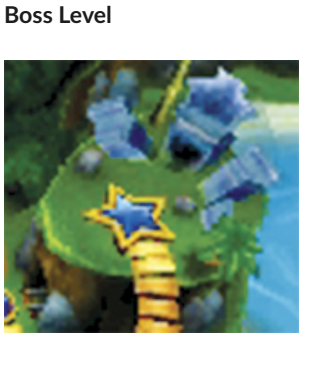
First Level

This hexagon represents the first level of a world. You must always complete this level before you can advance anywhere else in the world. Often these are the easiest levels in the world and provide an introduction to the types of terrain and enemies you will face throughout the levels.

Normal Level

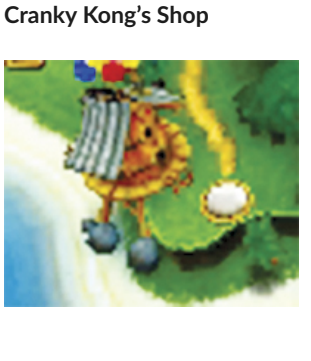
These round symbols represent the regular levels in a world. Once you have completed a level, you can then advance to other levels, which are connected by the paths.

Boss Level



The last level of every world is the boss level and is represented by a star on the map. Unlike the other levels, the boss level is essentially a duel—Donkey Kong and Diddy Kong against a large creature that is controlled by one of the Tikis. To win the battle, get in hits on the creature while avoiding taking damage. In order to unlock the next world, you must complete the boss level in the current world.

Cranky Kong's Shop



Donkey Kong's grandfather, Cranky Kong, owns a shop in each of the worlds. In most cases, you must complete a couple levels before you can access the shop. In the levels, you collect coins, which you can then spend at the shop on items that will help you play through the game. The items Cranky offers are top-notch and very useful. Be sure to look for lots of coins so you can go on a spending spree at this shop.

New to Donkey Kong Country Returns 3D is a special game setting called New Mode. This adds more inventory slots that you can fill with useful items before you enter a level. Additionally, Cranky Kong's Shop enjoys an expanded inventory that can really help players through tight spots, provided you're willing to spend the Banana Coins. Better yet, everything at the store is being sold at discounted prices, so a diligent player should have no trouble staying stocked with useful items throughout New Mode.

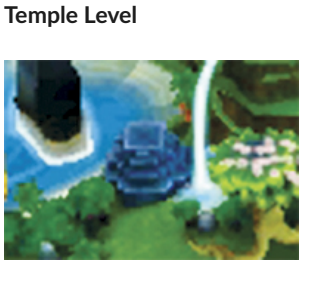
Locked Path

Each world has a locked path. In order to fully complete each of the first eight worlds, not only must you find every KONG letter in every world, you need to unlock these paths to gain access to a blocked off level. Of course, a lock requires a key, and the place where you can purchase a key is Cranky Kong's Shop. Just be sure you have enough coins—these keys aren't cheap.

Note

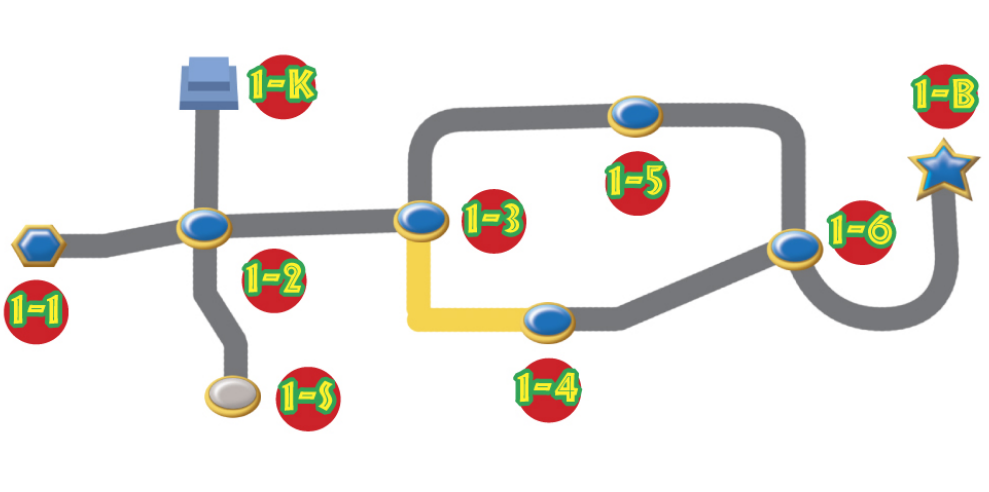
New Mode makes the keys, along with every other item in Cranky Kong's Shop, much easier to afford.

Temple Level



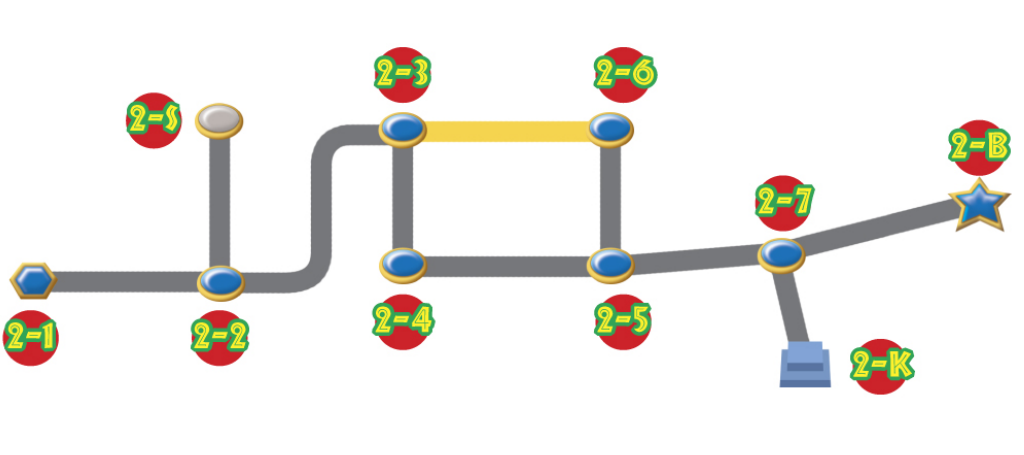
Each world has a temple level. These are represented by blue temples on the map without a path leading up to them, and they appear in the first eight worlds. In order to access them, you must find all of the KONG letters in every level of a world. Then a path will appear. These temple levels are very challenging, but in order to access the ninth world, you must complete the eight temple level levels.

World 1: Jungle



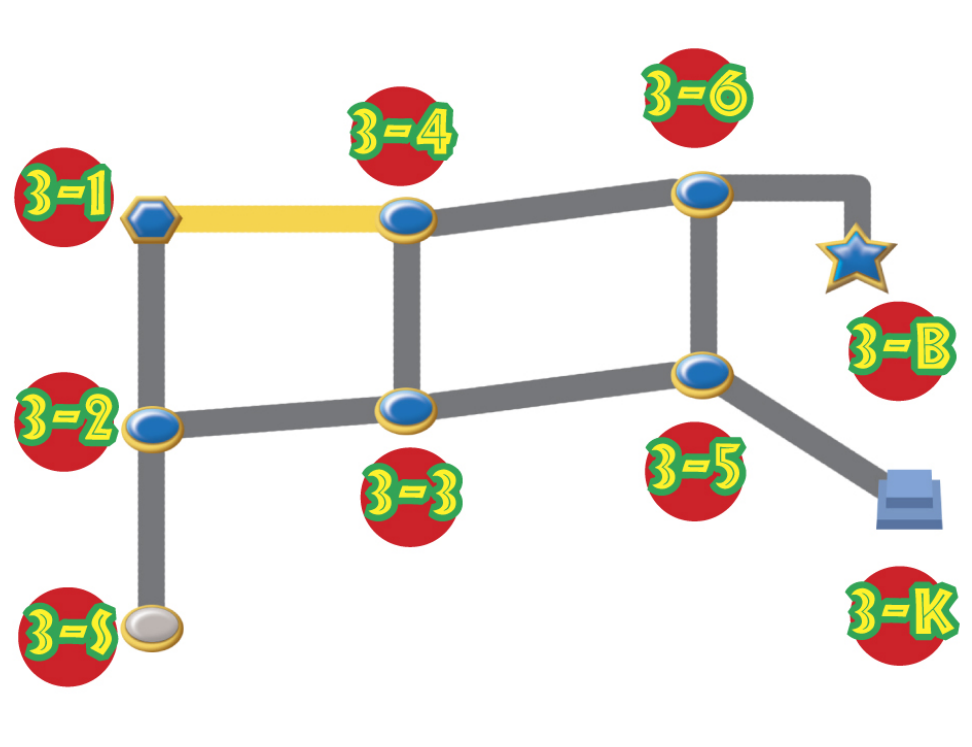
The Jungle is the first world. This is Donkey Kong's natural environment. There are lots of trees whose tops serve as platforms. Awks are one of the main enemies you face here, along with the tricky Frogoons. Of course, expect some of the Tikis, such as Tiki Goons and Tiki Dooms. This world is the least dangerous of the eight, so it is a great place for learning how to control Donkey Kong and experimenting with his various moves.

World 2: Beach



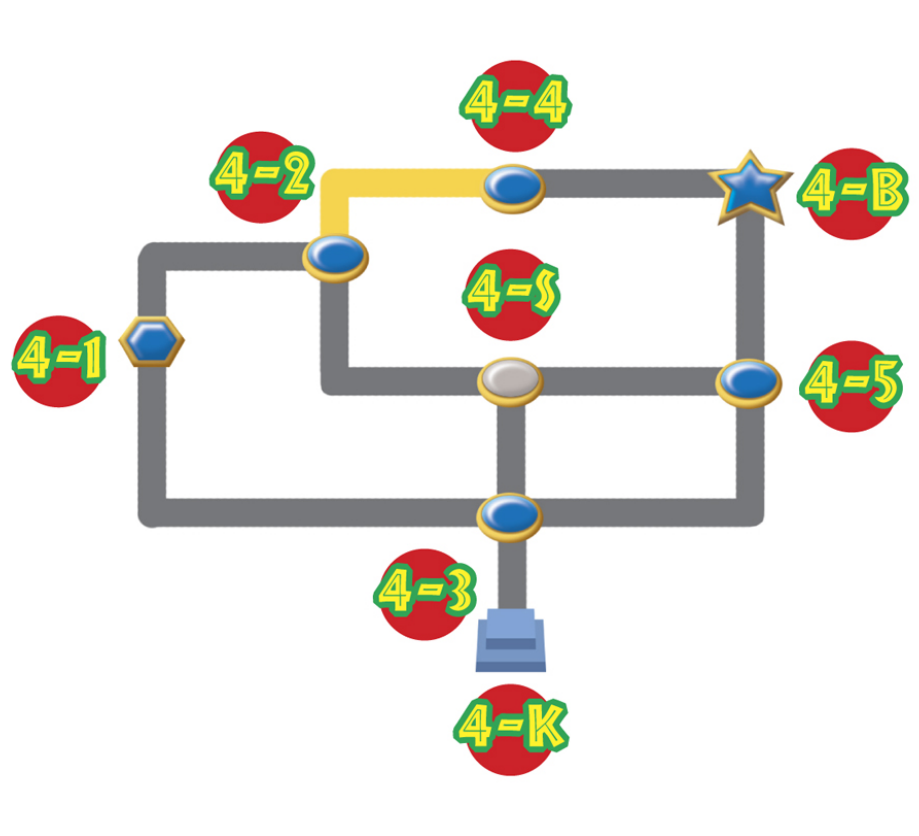
While a day at a beach can be pleasant and relaxing, the Beach World here is anything but relaxing. The ocean is always nearby, and you will have to navigate past lots of Snippys and Pinchlies. Pound on every piling you see, since this will cause other pilings to pop out of the sand. They may have useful items or give you a higher spot from which to jump. Finally, you can expect to have Squidlies and exploding cannonballs fired at you throughout this world.

World 3: Ruins



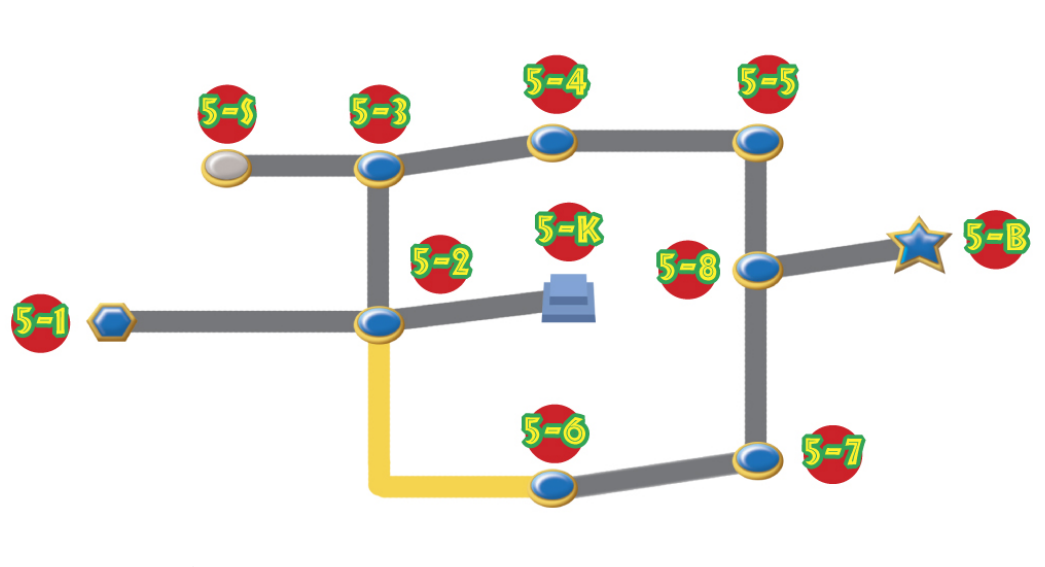
The Ruins is the island's third world. These levels take place in the ruins of ancient civilizations that have been hidden away in a jungle. While you face several of the same enemies as you did in the previous worlds, you also face Stilts, Toothberries, and Acks. As you travel through these ruins, look for hidden areas and pound on containers to get items. If you see a vine hanging from a statue head, jump up and grab it to pull on it. This will always cause something interesting to happen.

World 4: Cave



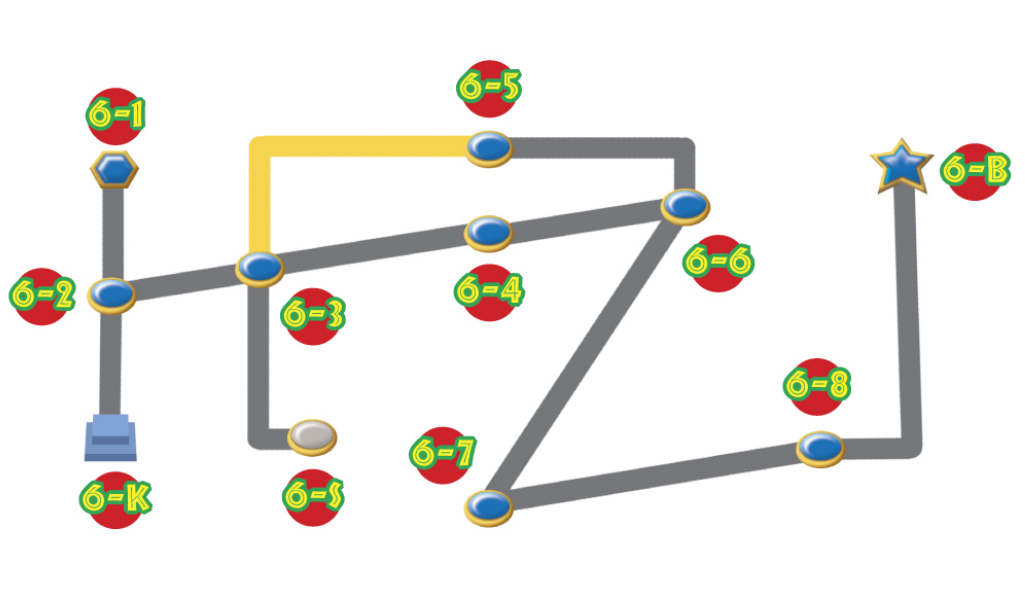
This fourth world takes you deep inside Donkey Kong Island. The Cave features lots of levels in which you ride around in mine carts. You must jump at just the right time and duck down so you don't get hurt in areas with low clearance. Your main enemies here are Mole Miners and Squeeklies. Just remember, those mine carts don't have any brakes.

World 5: Forest



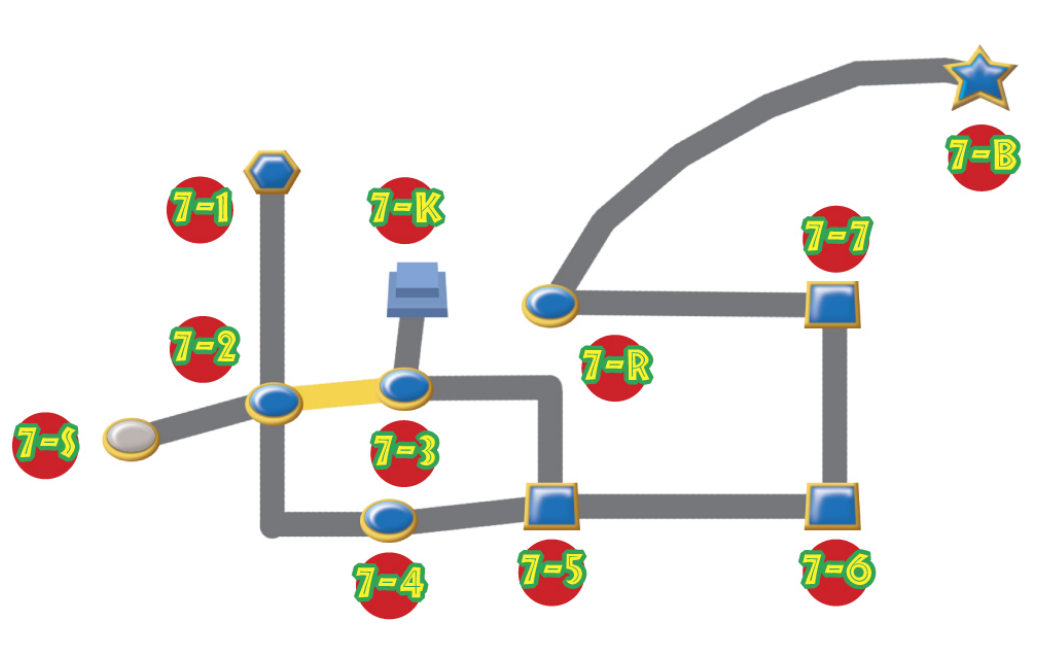
The Forest is the island's fifth world and takes place high in the trees. Be careful when jumping, because if you miss a platform, it is a long way down to the ground. In many of the levels, you will need to use vines to get across areas without platforms. In addition to Tikis and Squeeklies, watch out for the ape-eating Chomp plants. In the forest, the flora can be just as dangerous as the fauna.

World 6: Cliff



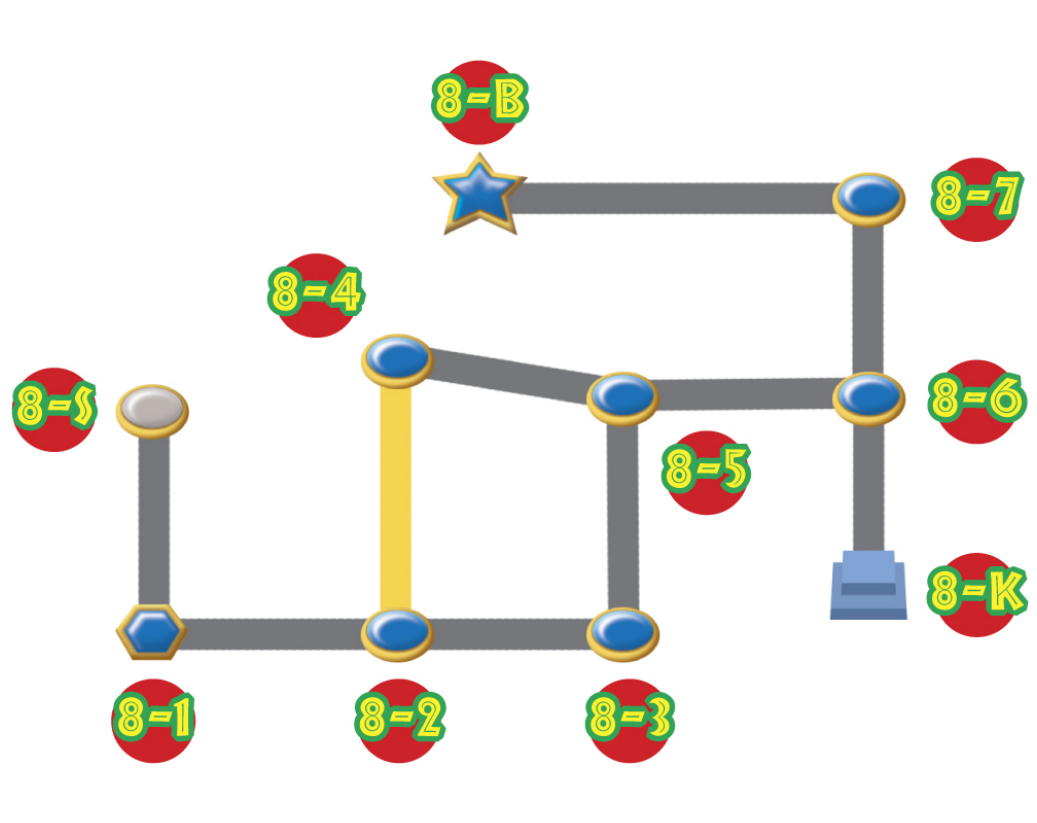
The Cliff is the island's sixth world and offers a variety of challenges as you progress through it. Watch out for Skellirexes and Hothead Jeds as you avoid the tar pits. You will do a lot of jumping onto small platforms, leaping across wide gaps, and dodging spiky boulders. Be careful on the rickety platforms, since some will fall down shortly after you touch them.

World 7: Factory



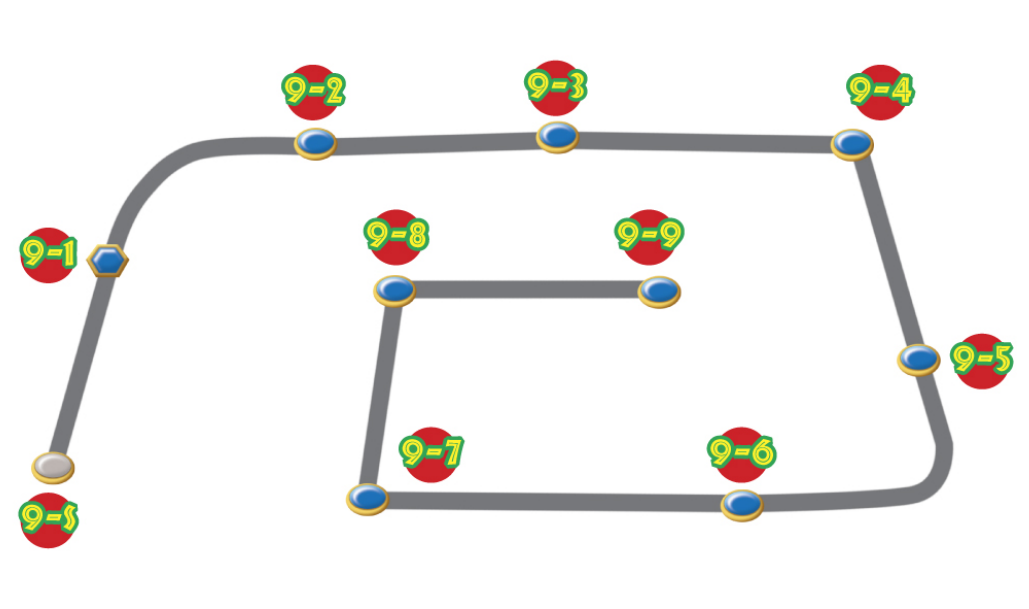
The seventh world on the island is the Factory. It is a dangerous place. Some areas are so smoggy you can hardly see. In addition to the mechanical enemies such as BuckBots, Pyrobots, and Pogobots, the machinery in the factory is also a threat to your health. Watch out for mechanical hands and pistons that can flatten you if you are not careful. Since the factory has tall ceilings, always look up high for items and collectibles.

World 8: Volcano



The Volcano is the eighth world and one of the most dangerous on the island. Hot lava bubbles below the platforms while fireballs and Char-Chars fly through the air threatening to singe your fur. Expect lots of flaming Tikis as you jump across narrow platforms that sink down into the lava. When you step into the Volcano, you definitely know that the heat is on. Keep a cool head as you progress through these levels, ultimately reaching the final boss, Tiki Tong.

World 9: Cloud



Should you manage to not only surpass the original eight worlds while spelling KONG in every single level, and also managing to reach the end of the eight temple level levels found in the first eight worlds, you unlock the Golden Temple. The Cloud acts as a gate to the final world, with nine more levels standing between you and complete mastery of Donkey Kong Country Returns 3D! Bring all the red balloons you can spare— these bonus levels represent the game at its most challenging. The first eight levels of this world are designed to resemble locations found within the first eight worlds, while the ninth level takes place in a unique landscape. Though, we suppose calling it a landscape might be stretching the truth a bit.

New Mode or Original Mode?

One of the new additions to Donkey Kong Country Returns 3D is a choice of difficulty settings available at the start of a brand new save file. Veteran gamers, and returning players of the original Wii release, might feel more at home with the Original Mode, which provides the challenge the original release. However, for the uninitiated or those who want a slightly reduced challenge (and believe us when we say there is no shame in desiring that from this game), the New Mode is a perfect leap-off point toward eventual mastery of the game. The following lists illustrate the primary differences between both settings.

Original Mode

- Donkey Kong and Diddy Kong start with two hearts.
- Cranky Kong's Shop items are at their original prices. Expect to spend a lot of coins to maintain your inventory!
- You can only equip one item before starting each level.

New Mode

- Donkey Kong and Diddy Kong now start with three hearts, giving you some extra leeway during intense moments.
- Prices of items at Cranky Kong's Shop are greatly reduced.
- Cranky's Shop has three items exclusive to New Mode.
- You now have three item slots to equip with your Shop purchases before starting each level.

Note

While New Mode does indeed give players some more room for error, make no mistake: you're getting quite the challenge regardless of your chosen settings. Be aware that once you do select your difficulty mode and start playing the game, you can't change your setting on that particular save file.

Collectibles and Items

There are several different items in the game. Some you find as you progress through the levels, while others you can purchase at Cranky Kong's Shop. Read on to find out why you need these items and how they can help you.

Collectibles

K-O-N-G Letters

Every level in a world, with the exception of the boss levels and the final world, contains four KONG letters. They are always easy to find as you progress through a level: however, they are not always easy to get. Touch these KONG letters to collect them; if you collect all four KONG letters during a level, the letter circle in the overview map is filled in when you select that level. Get all of the letters for all of the levels in a world and you can unlock that world's temple level. Be careful as you navigate a level: should you lose a life, you are sent back to the last checkpoint you reached, and any KONG letters recovered before you reached the first level checkpoint or after a checkpoint are taken away!

Tip

If a letter looks impossible to get, such as one hanging over a gap with no apparent way to get it, try a roll. Roll right off the edge of a platform, and as you are falling, press the jump button to jump up into the air and get the letter and then land on an opposite platform. You can also use this technique for getting Puzzle Pieces.

Puzzle Pieces

Every level, with the exception of the boss levels, has five, seven, or nine Puzzle Pieces. Some of these are easy to see and collect. However, many of the Puzzle Pieces are difficult to reach or find. They can be in hidden areas or released by pounding on objects. Some Puzzle Pieces can be found by blowing on flowers or similar objects. If you collect all of the Puzzle Pieces in a level, the puzzle circle in the overview map will be filled in when you select that level. Collecting Puzzle Pieces unlocks extras in the game.

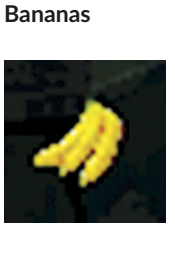
Every level has at least one bonus area. Access these by moving into caves or shooting out of barrels. These bonus areas have a time limit of about 30 seconds. Within that time, you must collect all of the items. There will always be bananas and Coins, and some bonus areas even have a balloon or two. If you can clear out the area before the time runs out, you will be rewarded with a Puzzle Piece. Therefore, if you are having trouble finding that last Puzzle Piece, try completing the bonus areas for the level.

Tip

If you fail to clear these bonus areas within the time limit, you will not be able to try them again on that same life in the level. You can either wait until you finish the level and come back for another pass, or have the Kongs take a flying leap off the closest cliff. The latter certainly is faster, just make sure you have plenty of red balloons to account for any, uh, accidents.

Items

Bananas

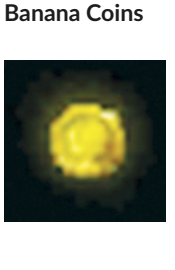


Every level is filled with bananas. You can find them floating in the air, hidden under plants on which you blow, or in objects that you can pound on and smash. bananas come individually and in bunches of five. Why should you collect them? Because bananas add up. Whenever your banana count reaches 100, you get another balloon. Read on to find out why this is important!

Tip

Always visit bonus areas, even if you have already earned the Puzzle Piece for it. There are so many bananas in these areas that you can almost earn a balloon with each visit.

Banana Coins



Banana Coins are the currency of Donkey Kong Island. They can be found in many places just like bananas. Also, if you knock out three enemies in a row without touching the ground, you get a coin for your effort. If there is a long line of enemies, you get coins for the third enemy and each enemy after that up to the seventh enemy. For subsequent enemies in a row, starting with the eighth, you get a red balloon! Bonus areas all have coins as well.

Hearts

As you take damage from enemies, you lose one of your hearts, and when all of your hearts are gone, you die. Look for hearts throughout the levels to replace those that you lose. Picking up a heart will only restore lost hearts. If your health is full, the heart does nothing for you. Hearts can't be stored for later—they are instant-use items. Look for them in the same places as bananas and coins.

Balloons

Balloons provide extra lives. When Donkey Kong loses all of his hearts in a level, a balloon will carry him back to the level's start or the last checkpoint you reached. Balloons are located within the levels and in some but not all bonus areas. Balloons within levels often float into the air shortly after they appear, so if you see one, run forward and get it before it floats out of reach. You can also earn balloons whenever your banana count reaches 100.

Barrels

There are several types of barrels in the game. Some you can jump into and shoot out of, and others you can pick up. Press the grab button to pick up a barrel and hold the button down to carry it. When you release the button, your character will throw the barrel. Thrown barrels can knock out most enemies with a single hit. They can also be used to break open some walls to access hidden areas. If you see a bag with rings on it hanging from the top of the screen, throw a barrel at it and you will get an item.

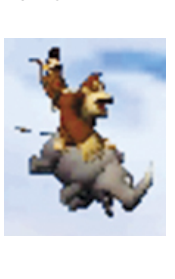
DK Barrels

During single-player games, picking up and throwing a DK Barrel will release Diddy Kong and put him on your back. Diddy Kong increases your number of hearts. If you lose two hearts (three on New Mode), you also lose Diddy Kong. If you already have Diddy Kong on your back, throwing a DK Barrel will restore any missing hearts. Since Diddy Kong can make getting through levels easier, always pick up and throw these DK Barrels.

Note

Be aware that certain Puzzle Pieces do require barrels to reach them, so it isn't always the best idea to throw a DK Barrel the moment you see one. It could be the one thing available for you to break open a hidden passage!

Rambi



In some of the levels, you will see wooden crates with a Rambi on them. Jump onto these crates and pound them to release a Rambi. You can ride a Rambi around a level. They are great for busting through blocks, clearing out spikes, and bulldozing through enemies. You can climb off and then back onto a Rambi if you need to dismount for a while. Since you can't blow while on a Rambi, dismount if you need to deal with some flowers or other such objects. While Rambi is tough, stay away from flames and flaming enemies. Hitting these will cause the Rambi to throw you off. Rambi will start to walk away, so get back on or you will lose the rhino.

Cranky Kong's Shop

While you can find items in the levels, stop by Cranky Kong's Shop to spend all those coins you find. Some of the items he sells can really come in handy.

Note

The items you purchase at the shop go into your inventory. If you want to use them during a level, you must select them prior to entering the level. New Mode gives players three active inventory slots that can be filled with items before venturing into a level. On Original Mode, you can only take one item with you at a time, so decide which one you need most and select it.

In addition to discounted items, New Mode provides three new items for sale at Cranky Kong's Shop. These items do not appear in Original Mode whatsoever, and if you started off playing on Original Mode, you might find yourself missing the extra conveniences they provided.

Red Balloons

While you can find red balloons or earn them by collecting bananas, Cranky Kong is happy to sell them to you. You can purchase one balloon for 3 coins, three balloons for seven coins, or seven balloons for 15 coins. If you are going into a tough level, stock up on balloons.

On New Mode, the prices for the Red balloons are as follows: One balloon for 2 coins, three balloons for 5 coins, and 7 balloons for 10 coins.

Map Key

Every world has a locked path. The only way to unlock the path is with a Map Key. These can only be purchased for the world in which Cranky Kong's Shop is located. It immediately unlocks the path as you exit the shop. This means you can't buy a key in one world and use it in another. Map Keys sell for 20 coins. If it lets you skip a level or two, they can be worth the cost.

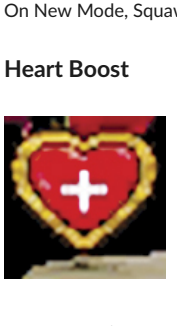
On New Mode, Keys costs only 10 Banana Coins. Practically a steal!

Squawks

Are you having trouble finding all of the Puzzle Pieces in a level? Then purchase Squawks for 15 coins. Before you begin a level, choose Squawks from your inventory. He will sit in the screen's bottom-left corner as you play through the level. When you get close to a Puzzle Piece, even if it is hidden or in a bonus area, Squawks will start, well, squawking. The closer you get, the more he will squawk. While this will not tell you the exact location of the Puzzle Piece, it will let you know that you are close and where you should be looking. Squawks is good for only one use. He will stay with you in the level even if you die, but as soon as you exit or complete the level, he is gone. But don't worry, you can purchase him again at Cranky Kong's Shop. In fact, you can purchase Squawks several times if you have enough coins and keep several in your inventory.

On New Mode, Squawks costs a mere 5 Banana Coins.

Heart Boost



For only 10 coins, you can add an extra heart to your heart count. This can help you get through some of those tough levels where you need just one more heart. As with other inventory items, the heart boost is a one-time use item. However, you can purchase more than one at a time and store them in your inventory.

The heart boost is significantly discounted on New Mode, costing a paltry 3 Banana Coins.

Banana Juice

Banana Juice costs 10 coins per bottle. Once you select it within your inventory, the juice is automatically used at the start of the level. On Original Mode, the Banana Juice allows you to take 10 additional hits before succumbing to the enemy, while on New Mode you can take 15 extra hits! Of course, instant death traps remain just as lethal. Bottomless pits, lava, or crashing into derailing obstacles in mine cart or rocket barrel levels will still take you out immediately, wasting the juice.

The effectiveness of Banana Juice in New Mode means its discount is not quite as extensive as other items enjoy, with the price only going down to 7 coins.

Green Balloons

Players familiar with Donkey Kong Country Returns 3D on the Wii console, or series veterans in general, already know that a Donkey Kong game will have you falling to your doom often. Your first run through some of the later levels can absorb a great many of your extra red balloon before you finally nail down a difficult platforming sequence.

One of the New Mode exclusive items, the green balloon allows you to recover ONCE from a fatal plummet, pulling the Kongs back onto the screen and even giving you a chance to steer yourself towards safety before the balloon gives out. Costing 3 Banana Coins, the green balloon is a good way to give players a chance to right a wrong jump. Unfortunately, the green balloon can't rescue you from falls into lava. Something about searing hot temperatures and the thin skin of a balloon.

Crash Guard

At 10 Banana Coins, the Crash Guard oil gives you a chance to survive two otherwise instantly fatal crashes during any mine cart or rocket barrel sequence; it's another great New Mode exclusive item. As the Crash Guard has such specific uses, the game will not let you take it into any non-mine cart/non-rocket barrel level. If you feel that one of these races is putting you at your wits' end, the Crash Guard can help alleviate some of the stress. Mind you, certain things the Crash Guard can't help you with, like falls into bottomless pits.

DK Barrel

Arguably one of the most useful of the New Mode items available just for the sheer convenience it provides, players can take up to three DK Barrels from Cranky's Shop into a level. At 5 coins a DK Barrel, you can provide yourself quick and easy access to health recovery and the chance to bring Diddy into levels that don't normally provide him.

Note

The DK Barrel item has a lot of utility, and can be used so long as you don't already have Diddy Kong. These items can make excellent wall busters for sequences that require you to carry a barrel a long distance across hostile terrain and hostile baddies in order to break open a hidden wall. You can even use the stored DK Barrels as an offensive weapon in emergencies. Simply tap the touchscreen when you want to use one.

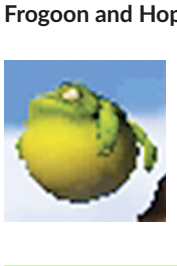
Enemies

Donkey Kong Island is infested with all types of enemies. To complete each of the levels, you must either knock these threats out of your way or avoid them altogether. Each enemy has its own attack and way to be defeated. Read up on each one so you know what to do when they cross your path.

Awk and Rawk

The blue Awks and red Rawks are birds that walk along the ground and try to run into you to cause damage. They are similar, except the Rawks walk faster and are therefore a bit tougher to get. To defeat these birds, either barrel roll into them or hop on top of them.

Frogoon and Hopgoon



These amphibians will either hop up and down in one spot or hop across a platform. You must jump on top of them to defeat them. Try to time your jumps so you land on them, as they are on the ground rather than in the air. If they are positioned up high on a Screaming Pillar or block that you have to get over, watch their jumps. Sometimes they jump high followed by a low jump. The best way past them is to go underneath them while they are jumping high.

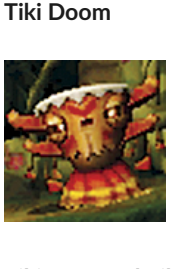
Tip

Most enemies can be stunned by Ground Pounding right next to them. This gives you a second to jump on them or get past them.

Tiki Goon

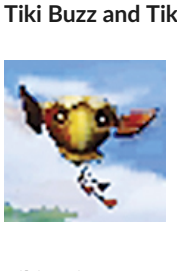
The Tiki Goon is the grunt of the Tikis. It moves along the ground and will try to run into you. Jump on top of them to get rid of them. Barrel rolls also work well when you need to take out a row of these guys.

Tiki Doom



This large version of the Tiki Goon is tougher to take down. You must jump high to make sure you land on it and then get in three hits before it goes down. The plus side is that they usually give up a coin when defeated.

Tiki Buzz and Tiki Tork

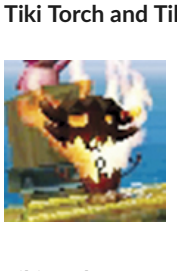


These are two Tikis that can hover in the air. To take down the Tiki Buzz, hit it once on its top. The Tiki Tork requires a couple hits. While they can be obstacles, they can also come in handy for getting across gaps or accessing higher platforms. Jump across on top of these enemies; press the jump button just as you hit them to get extra height. Flaming Tiki Buzzes are on fire, so don't try to jump on them. Just jump over or duck under them or you will get hurt. It is possible to extinguish Flaming Tiki Buzzes by blowing on them.

Tiki Boing

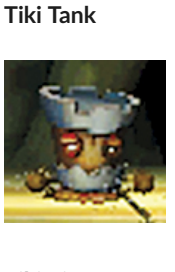
This Tiki can jump a bit and will come after you. Because of its jumping, it is tougher to jump onto to knock out. Be sure to jump high and then move right or left to make sure you land right on top of it.

Tiki Torch and Tiki Bomber



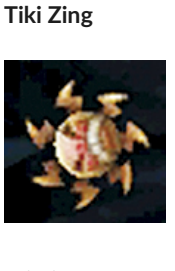
These two Tikis are hot and flaming. Don't try to jump on top of them or you will take some damage. Instead, blow on them to extinguish their flames. Before they reignite, jump on them to get them out of the way. The Tiki Bomber can be tougher, since it shoots out blue fireballs. It will usually shoot two in a row, then pause before shooting two more. So wait for the second shot, then move in for the blow.

Tiki Tank



Tiki Tanks are tough. You can jump on them and nothing happens. In fact, they can be useful for getting across hazardous areas or to get extra height. Just jump as soon as you hit the top of them. If you need to defeat a Tiki Tank, pound the ground next to it to stun it and knock off its top. Then jump onto it and it is history.

Tiki Zing



These floating Tikis are surrounded by spinning blades. If you touch them, you take damage. The best strategy is to stay away from them. Either duck under or jump over them if necessary. If you have a barrel, throw it at Tiki Zings to knock them out of your way.

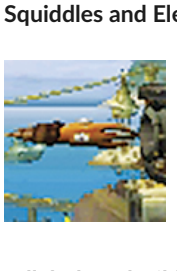
Mimic

Mimics look like harmless bushes. However, as you approach, they will stand up and rush you, trying to cause harm by running into you. Jump over or onto them to get rid of them.

Snippys and Pinchly

These two creatures can often be found near the sea. The yellow Snippys are easily defeated by jumping on top of them. Pinchlies are a bit tougher. You must jump on top of them to get them to raise their claws, then pound the ground to flip them upside down. Now you can jump on their unprotected underside to knock them out.

Squiddles and Electrasquid



Round, turretlike structures called Squid Shots fire both of these enemies. They fly through the air in a straight line. Jump over or duck under them to avoid being hit. While you can defeat a Squiddles by jumping up and landing on top of it, don't try it with an Electrasquid. Its electric charge will damage you. The challenging thing about these enemies is that they are often fired in groups from multiple Squid Shots, so you have to move quickly to avoid being hit. Since you can jump off a Squiddles, try using this enemy to reach higher platforms or items.

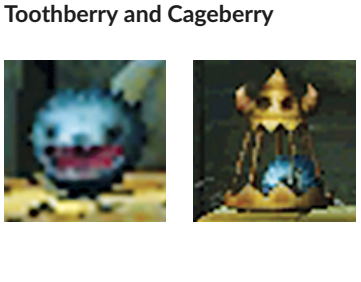
Jellybob and Nibbles

Both of these creatures live in the water and jump into the air to try hurting you. You can throw barrels at them to knock them away. However, usually it is just best to time your jumps to avoid them altogether.

Stilts

Stilts are birds that try to run into you. Some of these birds actually walk on stilts, making them tougher to defeat since you have to jump high to land on them. Stilts move faster than Awks, so you must move faster to defeat them.

Toothberry and Cageberry

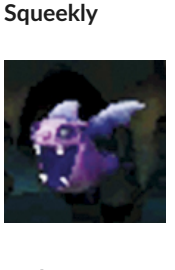


Toothberries are little blue balls with teeth that bounce around and try to hit you. Take them down by jumping on top of them. Some of these creatures have been placed into cages. You can't defeat a Cageberry, but you can use it. Pound the ground next to it to flip it over so the sharp side is facing down. Now jump on top of the flat bottom and pound the Cageberry into the ground. Stand atop the cage, and when it pops out of the ground, it will propel you into the air, allowing you to reach high platforms or items.

Ack and AckStack

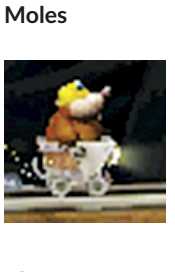
Acks are large Toothberries. You must hit them on top a couple times to defeat them. They can appear on top of one another in AckStacks. Since they are too tall to jump over, you need to make them fall over. To do this, get in close to an AckStack. It will rear back. As soon as it starts leaning in your direction to attack, run away. As it is flattened on the ground, you can then jump on the individual Acks to clear them away.

Squeekly



These flying creatures come in different sizes; they can be small or large. They fly toward you in a straight line. Either duck underneath them or jump on top of them. You can use them to reach higher positions with a carefully timed jump.

Moles



When you are down in the caves, Mole Miners and Mole Guards will attack you. They either ride in mine carts or float around suspended by balloons. Hit them on top to defeat them.

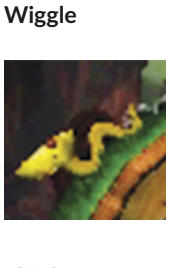
Chomps

Chomps include all varieties of carnivorous plants. They come in different shapes and sizes. Some will reach up and try to bite you while others shoot projectiles that damage you if they hit. You can jump on top of the shooting Chomps to dispose of them. The biting Chomps can only be defeated by using barrels.

Buzzbite

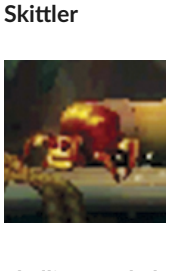
Buzzbites are fast little creatures that move along the outside of blocks and platforms. You can't defeat them. Just jump over them, since they will cause harm if they touch you.

Wiggle



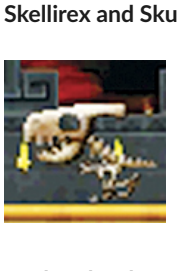
Wiggles usually move around objects in the forests—especially those with a grassy layer. Climb away from these creatures, or if you are on top of an object, jump and land on these enemies to knock them off and out of your way.

Skittler



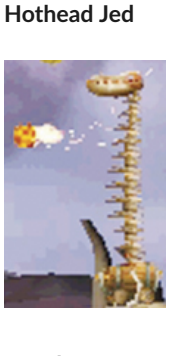
Skittlers can either crawl after you on platforms or drop down from their webs to attack. Jump on top of them to defeat them. You can also use those hanging from webs to jump off of and reach higher spots.

Skellirex and Skullyrex



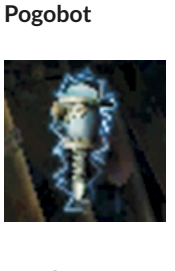
Found in the Cliff World, come after you to attack. Jump on top of them, and the body will fall away, leaving just a Skullyrex. Another hit and the Skullyrex is history. Skullyrexes can bounce around on their own in some places without having a body to begin with.

Hothead Jed



Another skelatal creature, Hothead Jed rolls around and extends its neck while shooting fireballs. Jump on top of its head to stun it, and then jump on it again to finish it off. Use these creatures with their necks extended to jump to higher positions.

Pogobot



You encounter these enemies in the Factory. Pogobots bounce up and down. You can defeat them by throwing a barrel at them. However, since they are surrounded by electricity, don't jump on them. Just jump over or roll under them while they are in the air.

Pyrobots

Pyrobots come in two models. Both shoot out jets of flame and try to roast you. The Mk I is the older model. Jump on it to stun it and get away from it. You can't defeat it. The Mk II is the newer-looking model. Jump onto it and hit it a few times to destroy it.

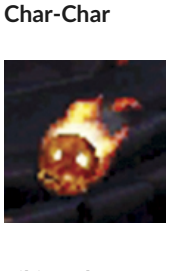
BuckBot and BuckBomb

These robot birds will come after you. Jump on top of them to defeat them. The brown BuckBomb will blow up a few seconds after you jump on it. You can use this to your advantage, since it will destroy nearby enemies, including Pyrobots.

Electroid

These creatures are electric and are best avoided. Either jump over them or duck under them to avoid taking damage. Some will stay in one place while others move back and forth.

Char-Char

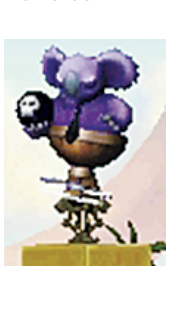


These hot little creatures will burn and damage you if they hit you. It is best to dodge them in order to stay safe. You can blow on them to defeat them; however, this is risky since they move quickly and you have to crouch down to blow.

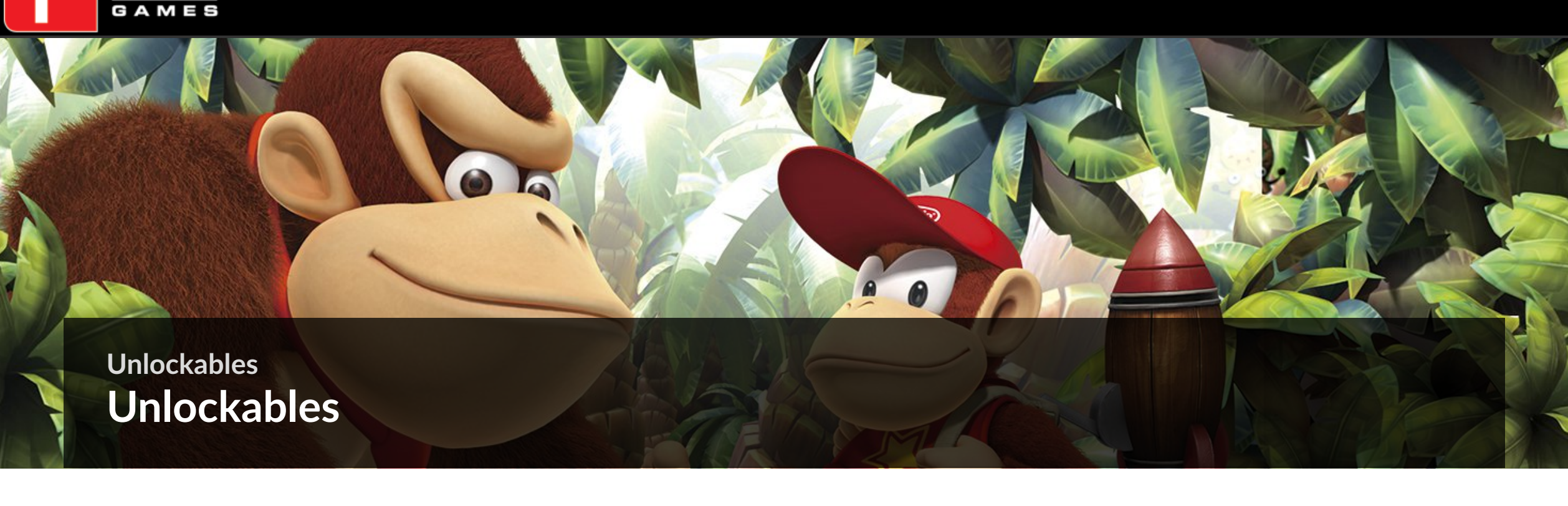
Tiki Seeker

Tiki Seekers appear only in the Golden Temple level. They will emerge from a dark hole in the sky and will shoot projectiles at you. As soon as you see a dark hole appear, get ready to move or jump to avoid the projectile.

Kowalee



While Kowalees look cute and cuddly, they are actually quite dangerous. These enemies throw bombs at you. The best way to defeat them is to pick up their bombs and throw them right back. Hit them with a bomb and they will leave you alone.

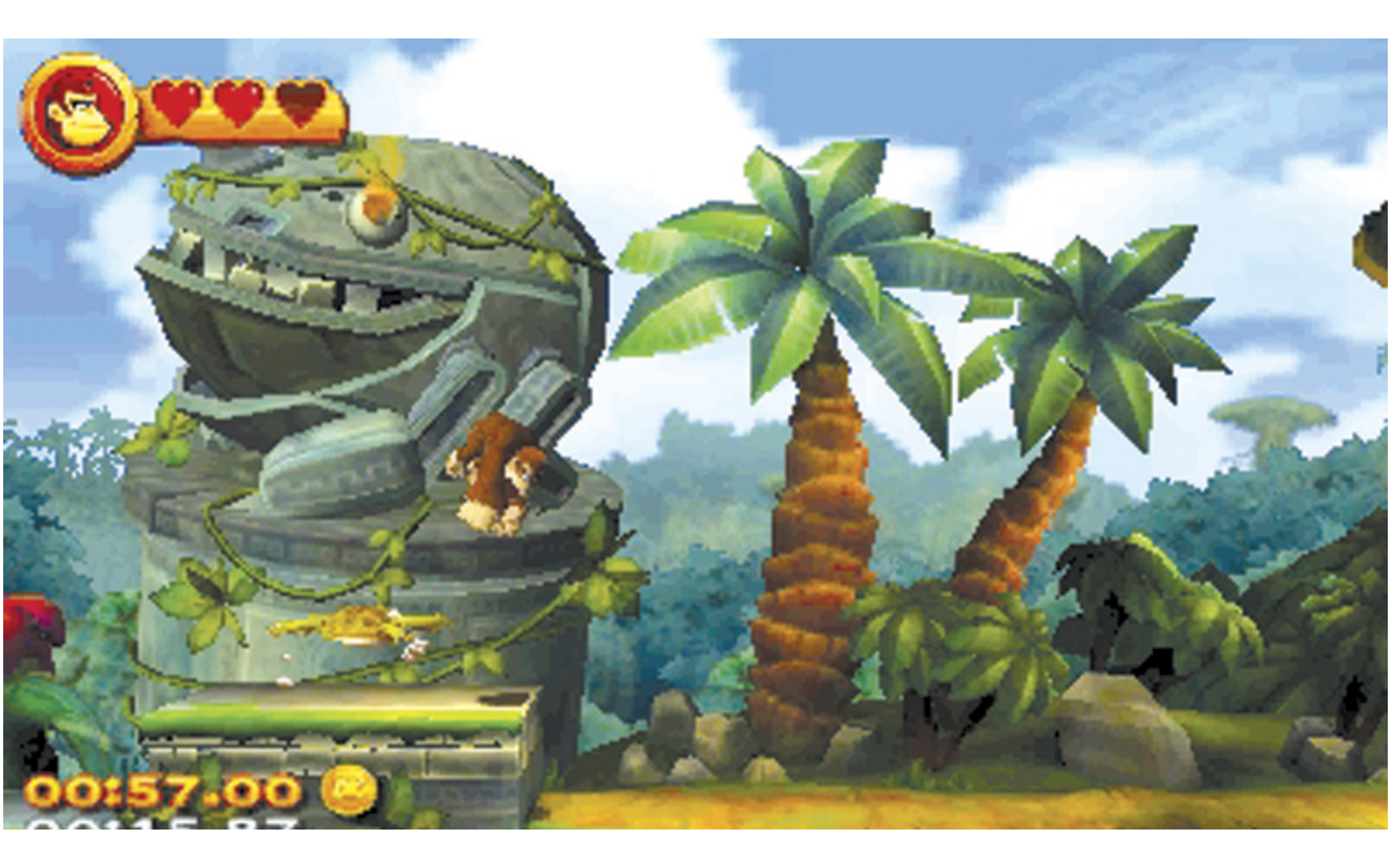


Unlockables

As with any Donkey Kong game, part of the fun is collecting different items so you can unlock extras or complete tasks that let you try out secret levels. Donkey Kong Country Returns 3D is no different. In addition to just playing through the game from start to finish, there are many exiting things you can unlock.

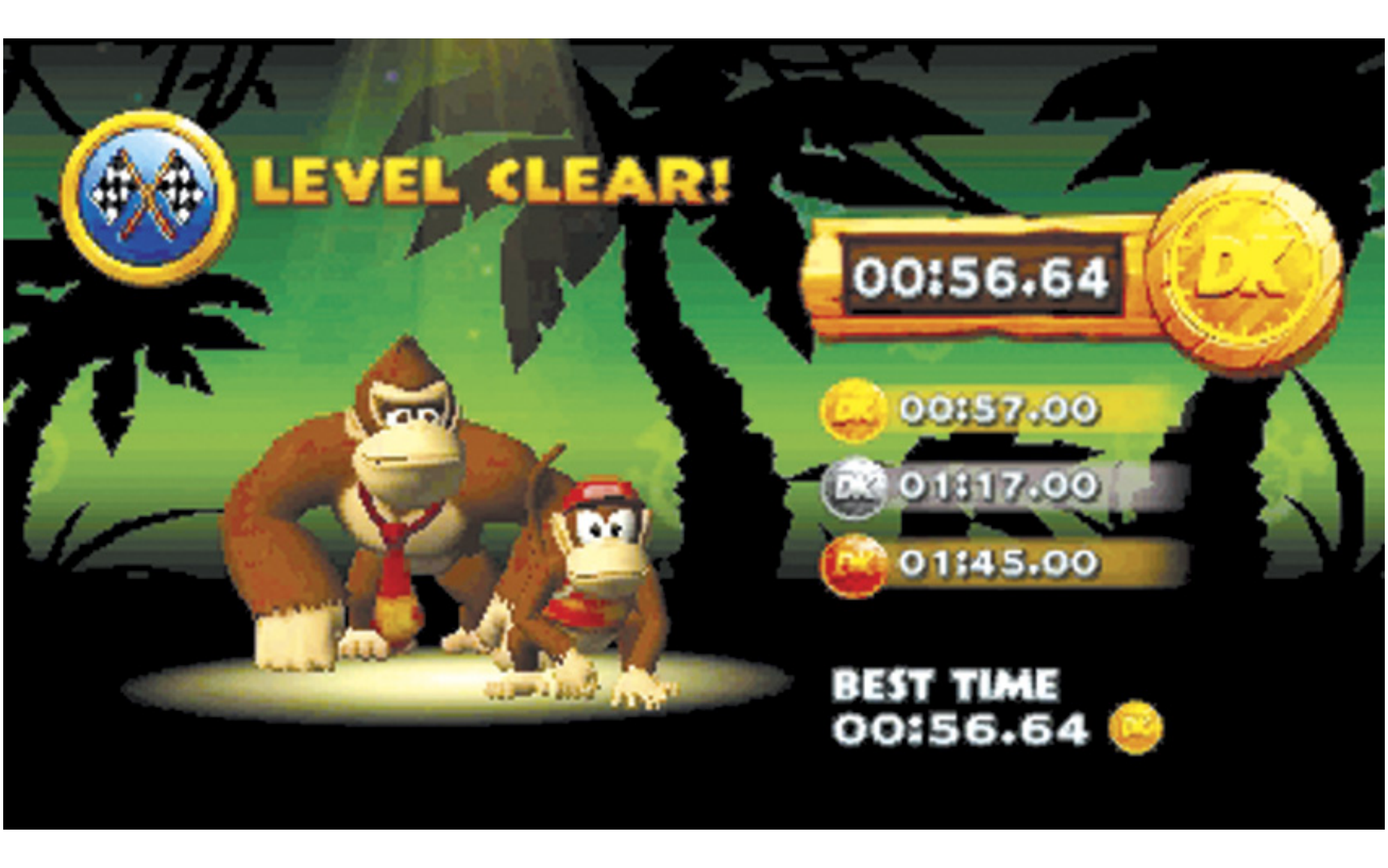
Time Attack

After you complete a level, you have the option of playing it again in Time Attack mode. The level is exactly the same—there are no changes. All of the items are still there, and you can still use Diddy Kong when you get the DK Barrel. However, your progress through the level is timed. Right at the level's beginning, the timer starts.



Rush through the level as quickly as possible. Don't stop and look for items and don't worry about bonus areas. The only thing that matters is the time. Your current time is listed in the screen's bottom-left corner. Above it is the par time. There are three levels of par. The fastest par is gold, followed by silver, and then bronze. At the start, the gold par time is listed above your time. Once your time exceeds the gold par time, the silver par time is listed. The finish line for Time Attack mode is the Slot-Machine Barrel. Get to it as quickly as you can.

You'll need to use every single trick in the book to move through these levels fast enough to score a gold medal. Roll-jumps are a must, as is extreme jumping precision. Sometimes, you might see what appears to be an obvious point to make a jump, but it would actually be faster to just roll through the area with Donkey Kong and Diddy Kong combined.



After you complete the level, the end screen will show your time and list the three par times. If you came in under a par time, you will receive a medal for that level of par. These medals are then listed in the Time Attack circle on the overview map when you select the levels in which you completed the Time Attack mode.

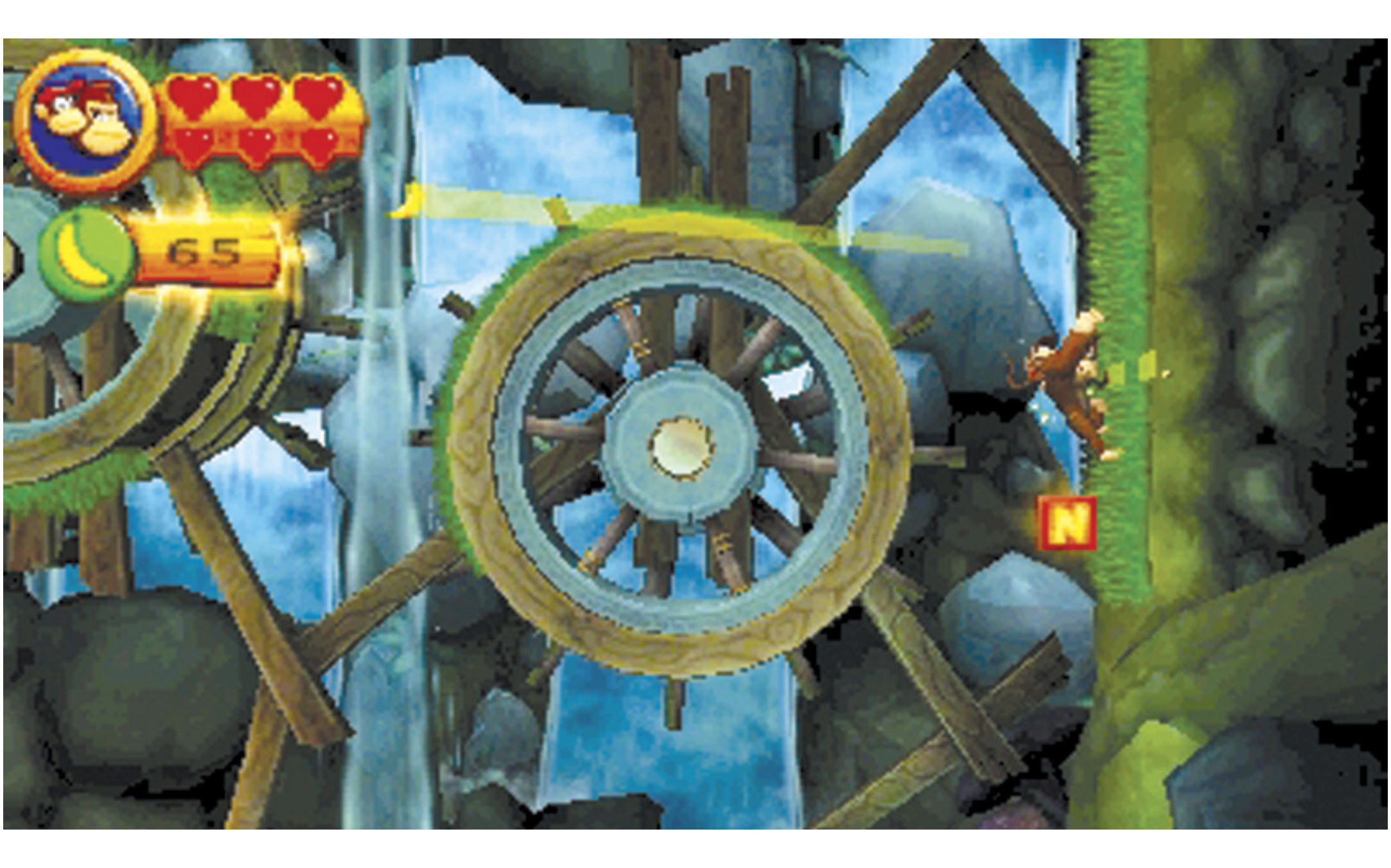
Note

If you should lose a life during a Time Attack, you're reset back to the nearest checkpoint, but the timer keeps running. This can be the cause of missing the gold par times by a significant amount, so you may just want to restart the Time Attack from scratch.

Tip

In addition to the Bronze, Silver, and Gold medals, you can also earn a Super Gold medal. In order to get this prestigious award, you have to complete a level in Time Attack with an extremely fast time. This is just a few seconds shy of the fastest possible time to complete the level, and in order to get this award, you will need to use every advanced move available to get through the level as fast as possible. In some cases, you may even have to take a hit to get through fast enough.

Temple Levels



When you are playing through the normal levels of the worlds, excluding the boss levels, you can collect the KONG letters. Though they are not always easy to get, you should get them. Once you collect all four letters in every level within a world, you unlock the temple level for that world.

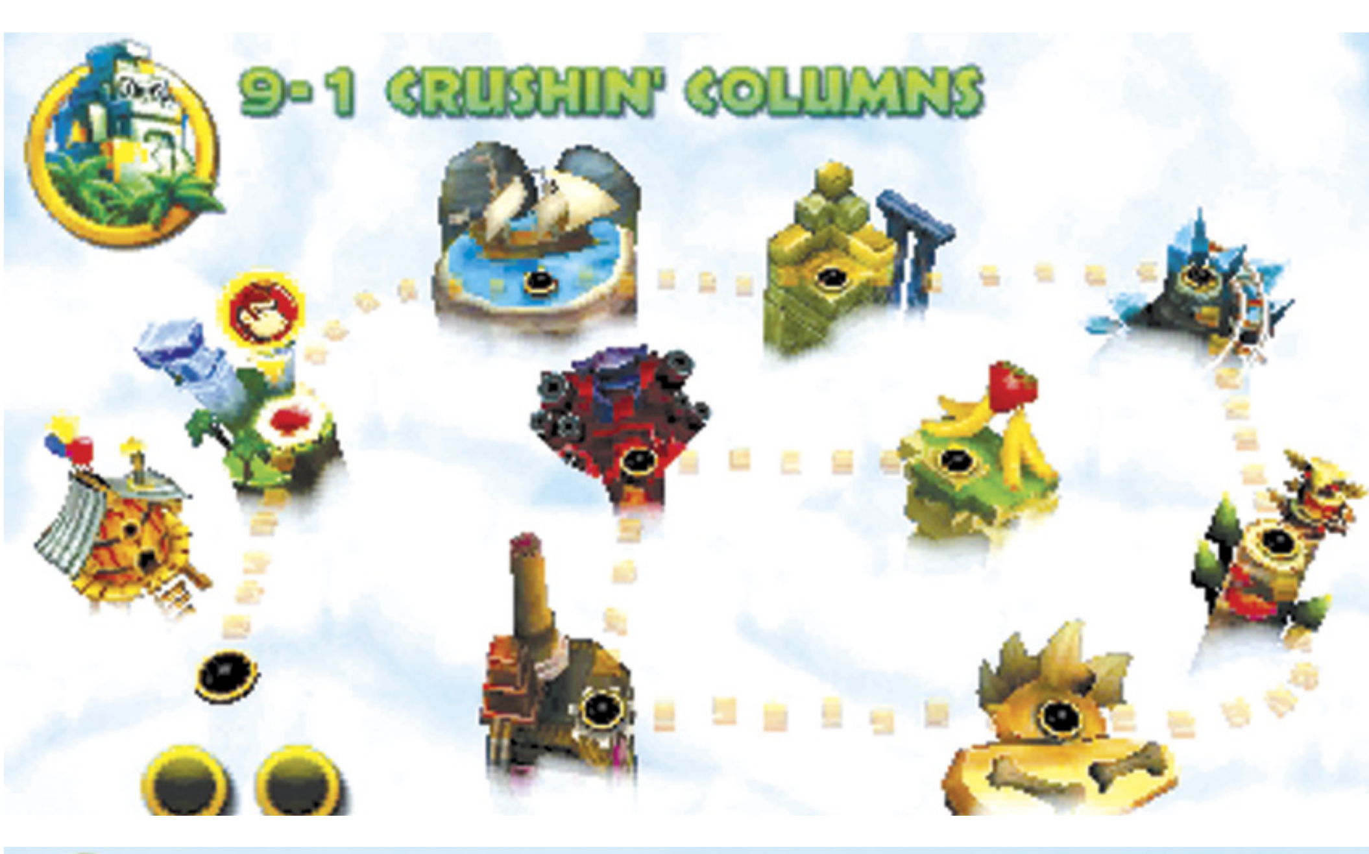
Temple levels are located in temples found in each land. Unlocking them creates a path to the temple so you can access the level. Temple levels are extremely challenging. In many of them, platforms fall away or lava comes up at you; this doesn't give you much time to think. In addition, there are no checkpoints in temple levels. If you die, you have to start back at the beginning.

While there are no KONG letters in temple levels, each contains five Puzzle Pieces. Collect all of the Puzzle Pieces within a temple level and you can unlock some extras.

The Golden Temple

After you have defeated Tiki Tong in the boss battle at the Volcano, you unlock a new world with nine levels—the Cloud.

When you enter this level, just walk across the grass and head up the temple's stairs to enter. In order to access the temple itself, you must have completed all eight of the temple levels in the previous worlds. You can then be transported to a dreamlike world.



Expect the hardest challenges the game has to offer. The first eight levels of this world are themed to match one of the eight worlds, right down to the actual appearance of the level as well as the nature of the terrain and enemies you'll face.

Mirror Mode

After you have completed the Golden Temple level, you can go back and play all of the levels in the game again—in Mirror Mode. Everything in the level is a mirror image of the original level.

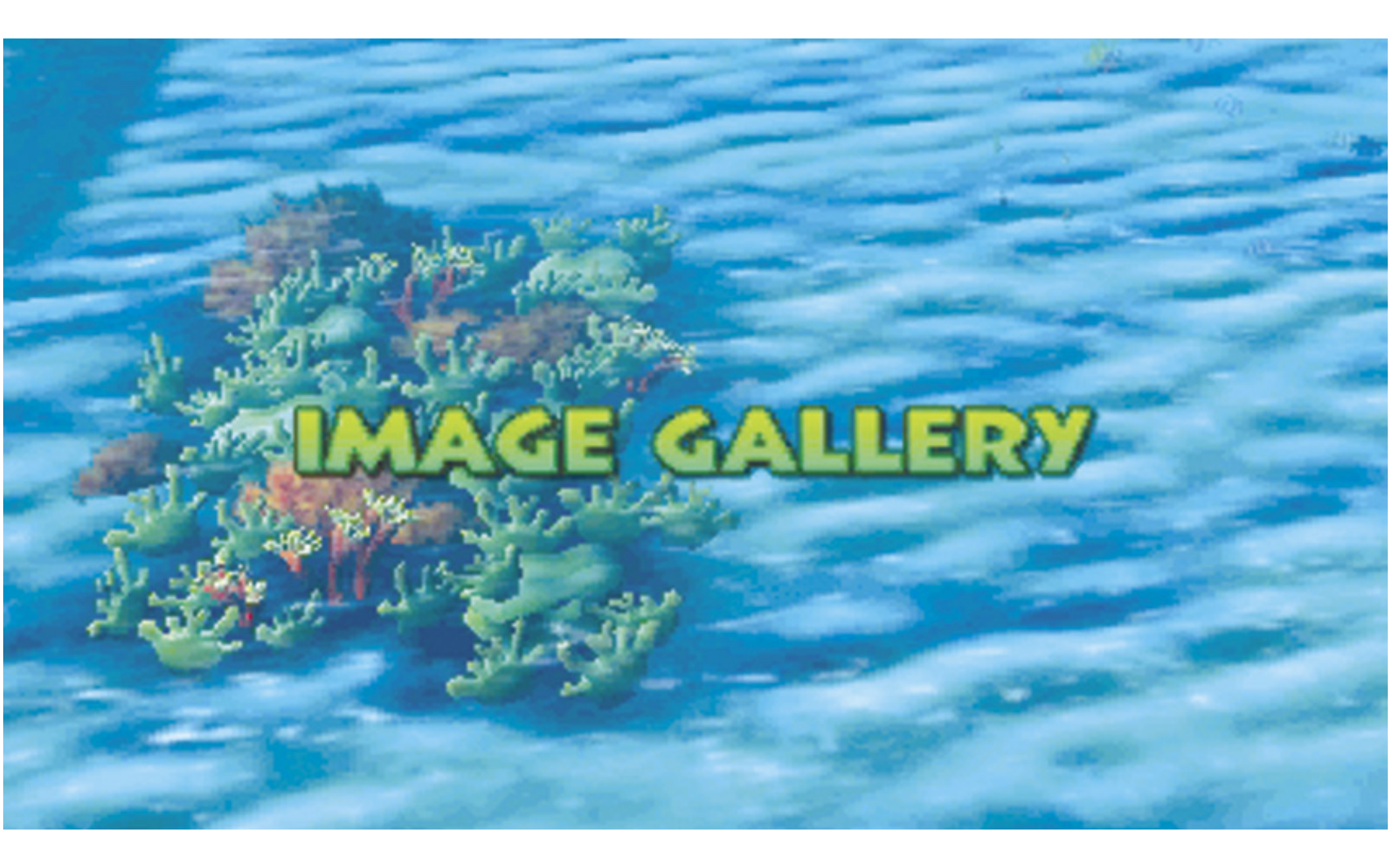
Instead of advancing to the right, you now head to the left to complete the level. There are KONG letters and Puzzle Pieces in the mirror level. Puzzle Pieces found during regular gameplay are already counted as collected in the mirrored level. However, if you succeed in collecting all of the KONG letters in a level while playing Mirror Mode, the icon on the world map indicating KONG collection will change blue in color.

As if playing through the level in Mirror Mode was not difficult enough, you have one less heart to your health total. On New mode, this means you can only take two hits. On Original Mode, you can only take a single hit, for a decidedly old-school feeling of crushing disappointment when you fall just a few screens away from the goal. Worse still, you are on your own without Diddy Kong, and he can never be located in any mirror level. You can't even take any items from your inventory with you on either mode! However, once you complete a level in Mirror Mode, you get a mirror icon on the overview map for that level; this indicates that you've completed the Mirror Mode for that level. You also can reserve bragging rights over those who can't accomplish this.

Tip

If you can beat all of the levels in Mirror Mode, you unlock eight images within the secret 200% Gallery. It may not be easy, but you will be rewarded.

Extras Galleries



As you collect Puzzle Pieces and beat boss creatures in each of the worlds, you unlock extras that can be viewed in the Extras gallery. There are three types of extras: images, music, and dioramas.

SCREAMING PILLAR

The images contain design art of characters and settings.

There is a diorama for each world that you can unlock. You can rotate and view these 3-D models that represent the enemies and environments of the eight worlds.